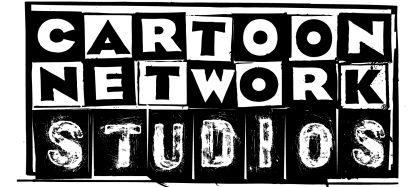




# “Too Young” 1008-059 Network Pitch



Date 12/14/10

- ☒ Board Team Final
- ☒ Creators Pass
- ☒ Network Approval 12/14/10
- ☐ Recording/Standards Board
- ☐ Revisionist Pass
- ☐ Animatic Scan Board
- ☐ Pre-Animatic Slug Board
- ☐ Conformed to Animatic Board
- ☐ Final

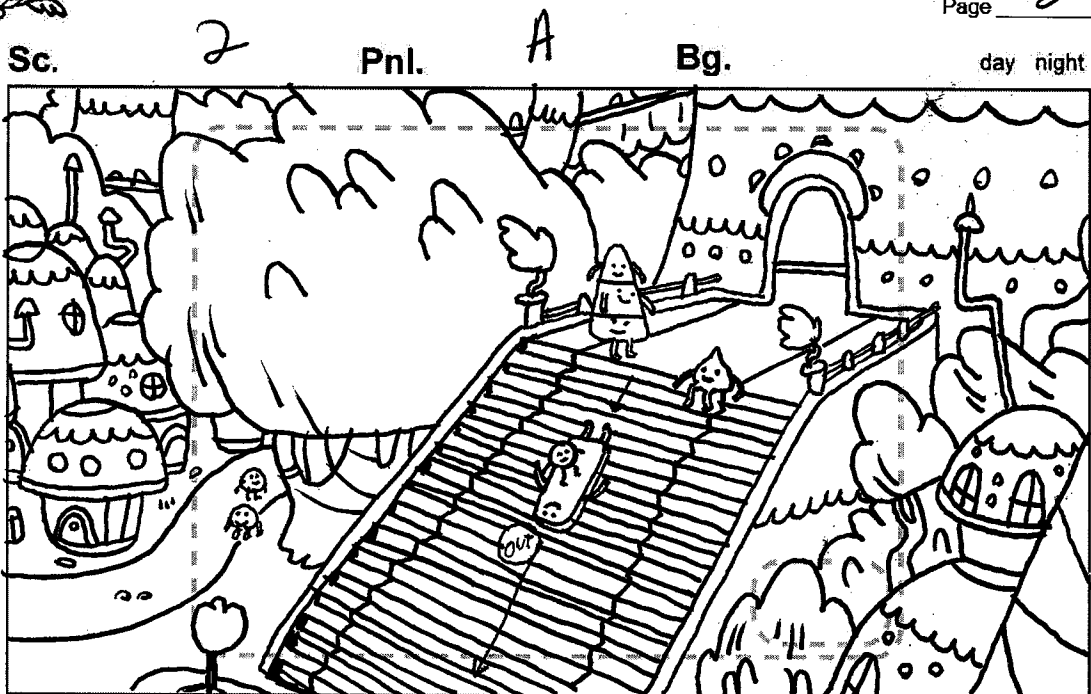
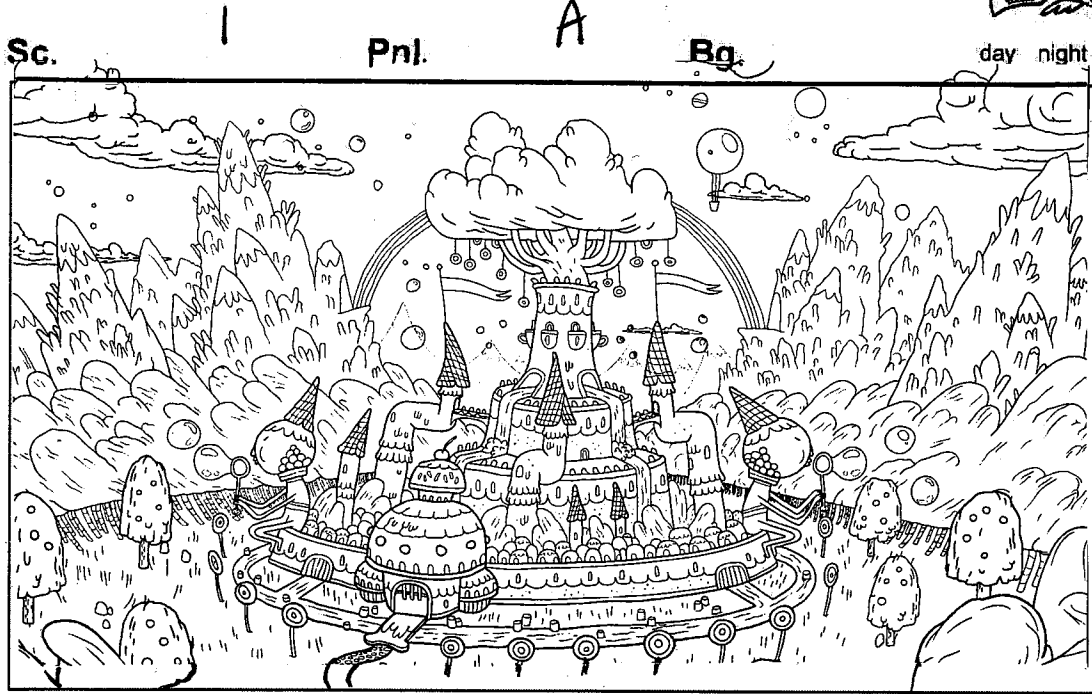
Adventure Time Created by  
Pendleton Ward

Creative Director  
Cole Sanchez

Storyboard by  
Jesse Moynihan & Tom Herpich

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ADVENTURE TIME



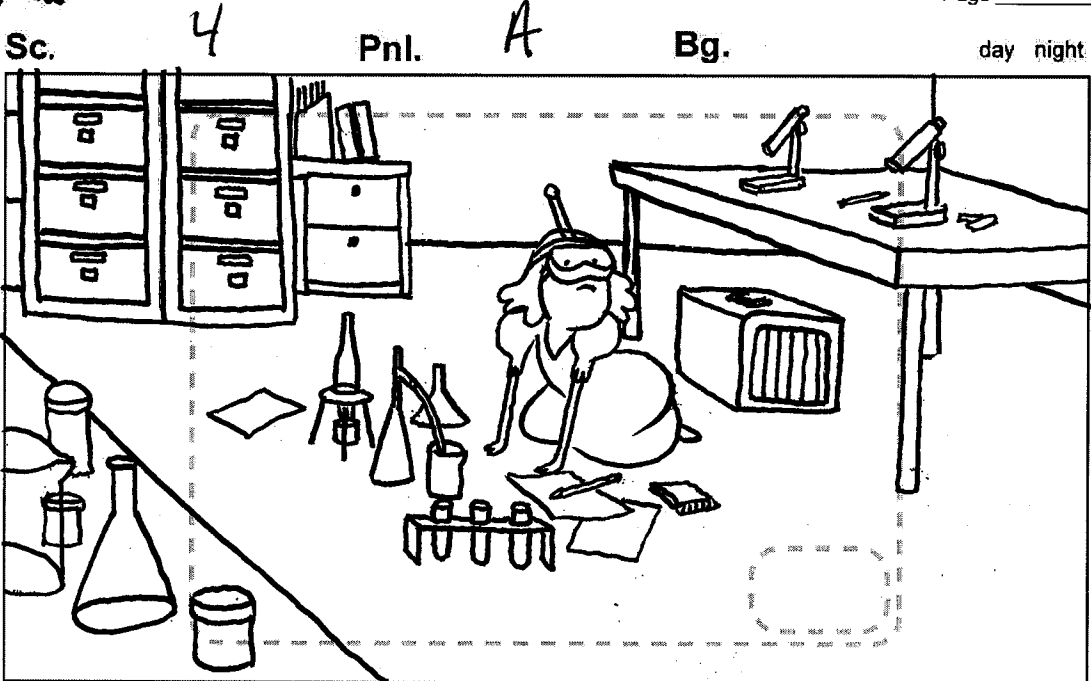
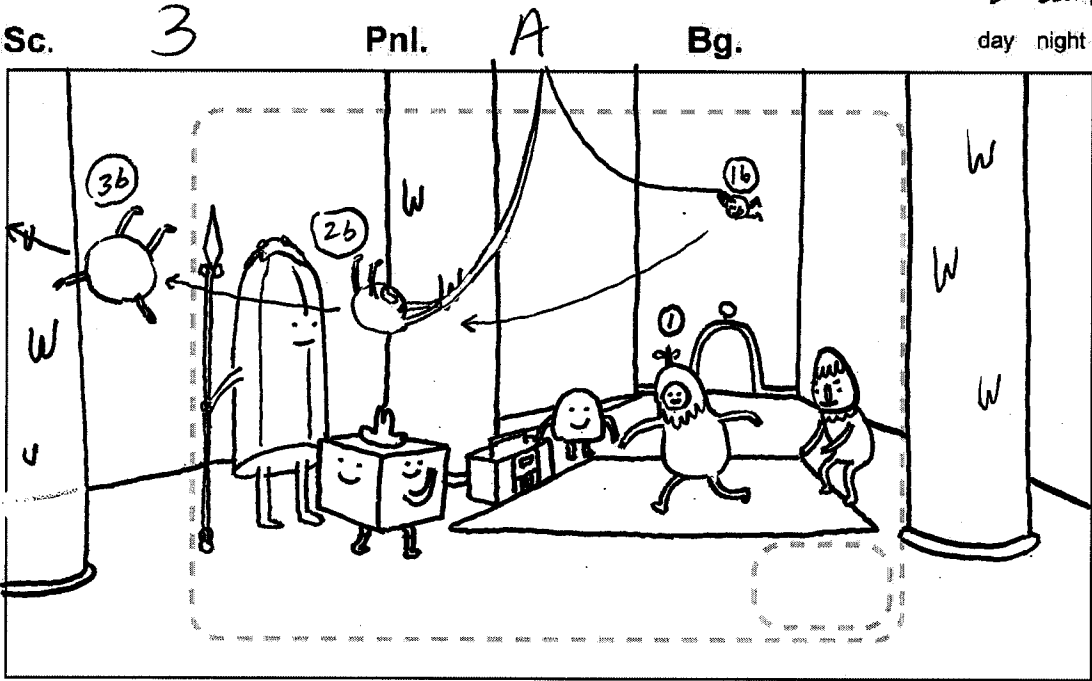
Dialog:	PB (OS -distant) Finn!	
Action:	candy kingdom	candy man sliding down stairs
Timing:		



EPISODE # 100859

Production :

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ADVENTURE TIME



Dialog:	PB(OS) Finn! (music blasting from boombox) (distant)	
Action:	 	cycle 1,2,3 3 2 1 1 2 3 3 2 1
Timing:		

EPISODE # 100859

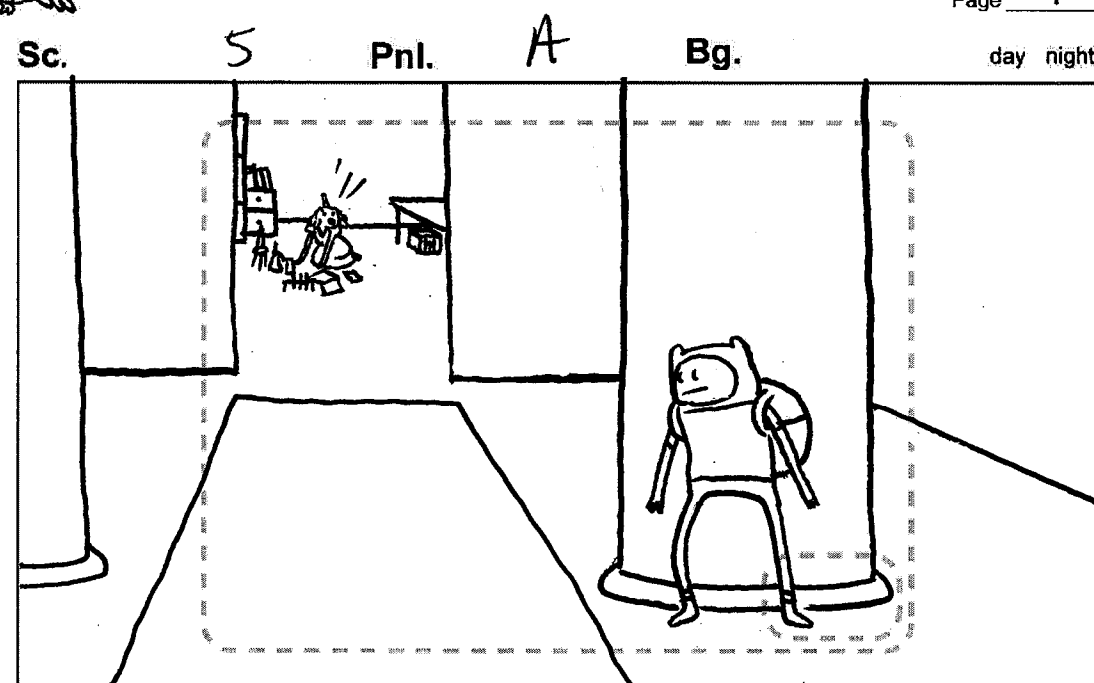
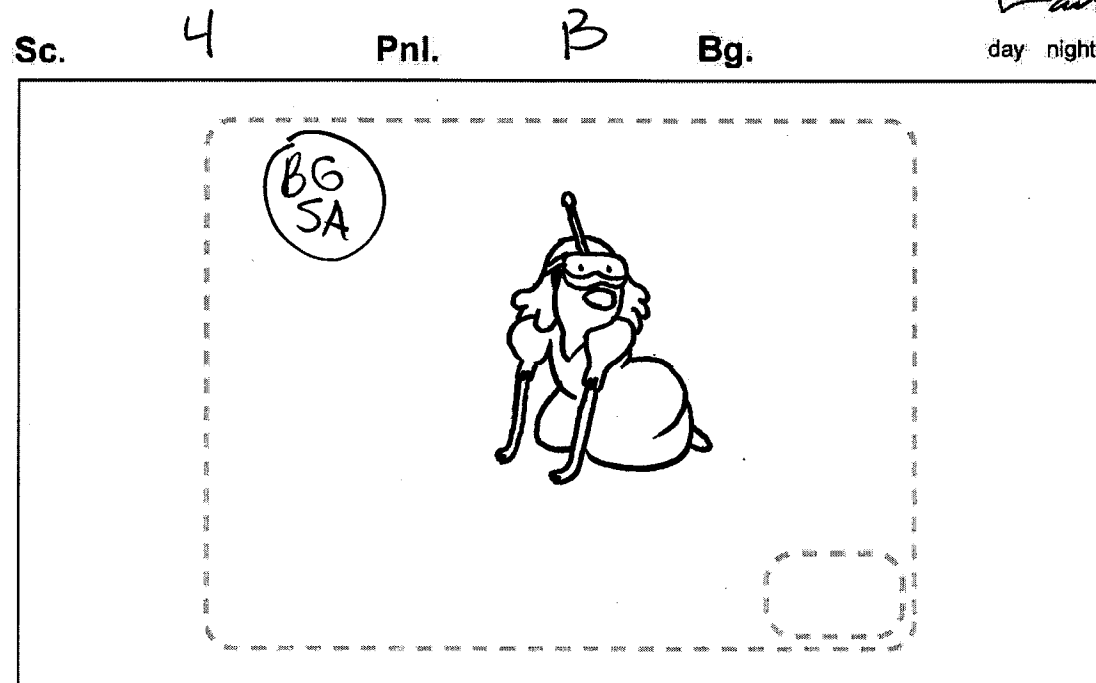
Production :

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# ADVENTURE TIME



Page 4



Dialog: PB/ Finn Where are you ? !

PB/ I need you to try this!

Action:

Timing:

EPISODE # 100859

Production :



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ADVENTURE TIME



Sc. 6 Pnl. A Bg. day night

Sc. 6 Pnl. B Bg. day night

Dialog:	F / I'll be there in a sec !
Action:	reach in bag
Timing:	

EPISODE # 1008 F 9

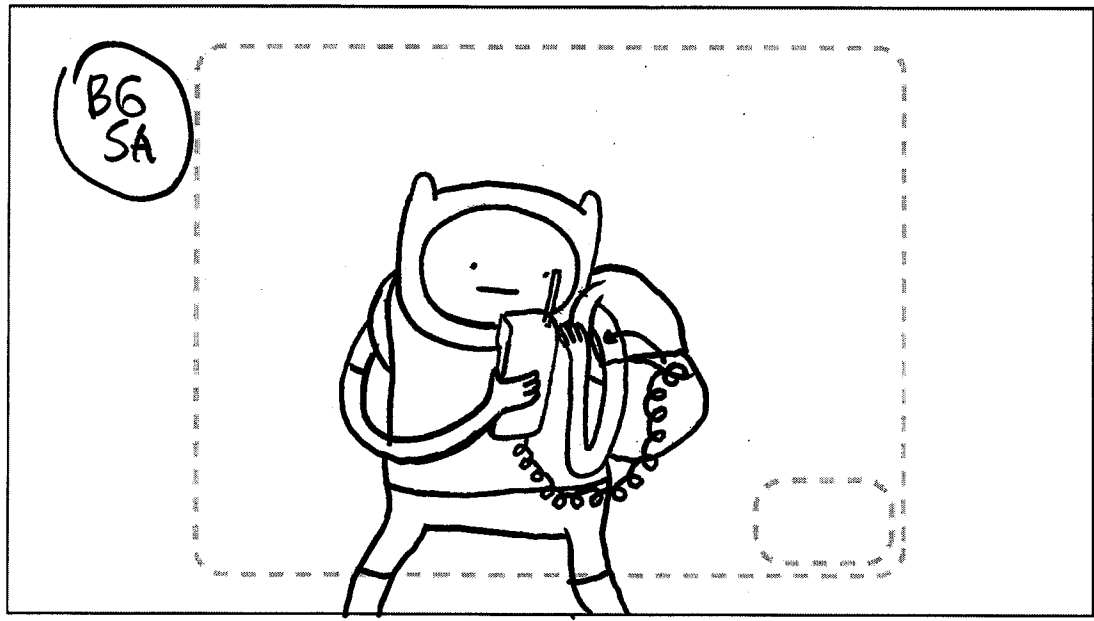
Production :

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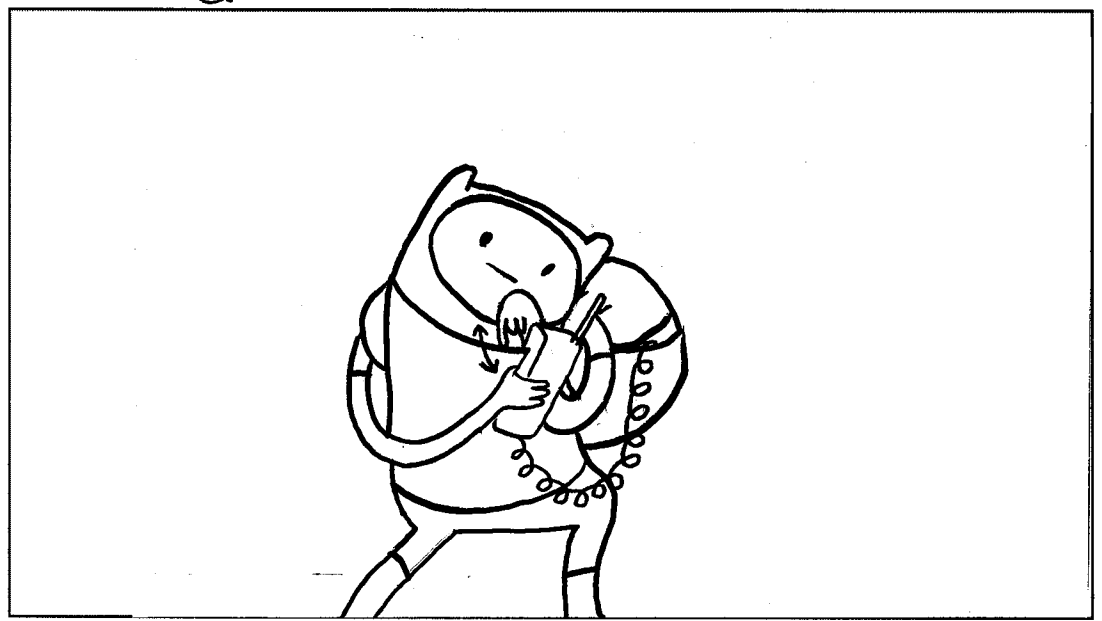
ADVENTURE TIME



Sc. 6 Pnl. C Bg. day night



Sc. 6 Pnl. D Bg. day night



Dialog:	sfx ≡ beep beep boop boop beep boop bip ≡
Action:	pull out phone dialing
Timing:	

EPISODE # 100859  
Production :

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ADVENTURE TIME



Sc. 7 Pnl. A Bg. day night

Sc. 7 Pnl. B Bg. day night

Dialog:	(ringing sound)	Jake/ what's the status?
Action:	hold phone to ear	split screen. Jake playing video game
Timing:		

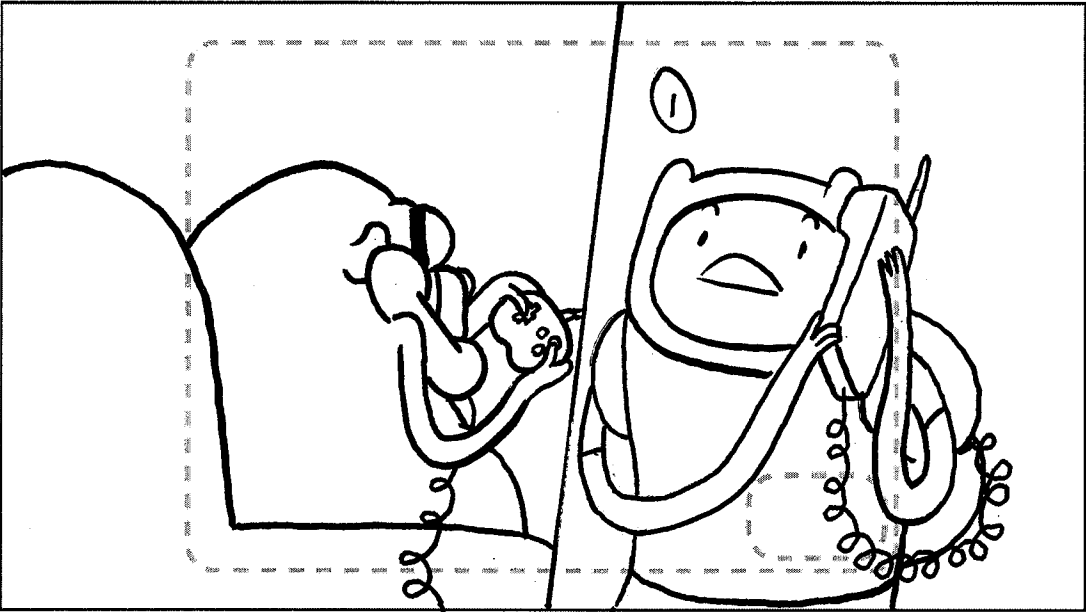
EPISODE # 100859

Production :

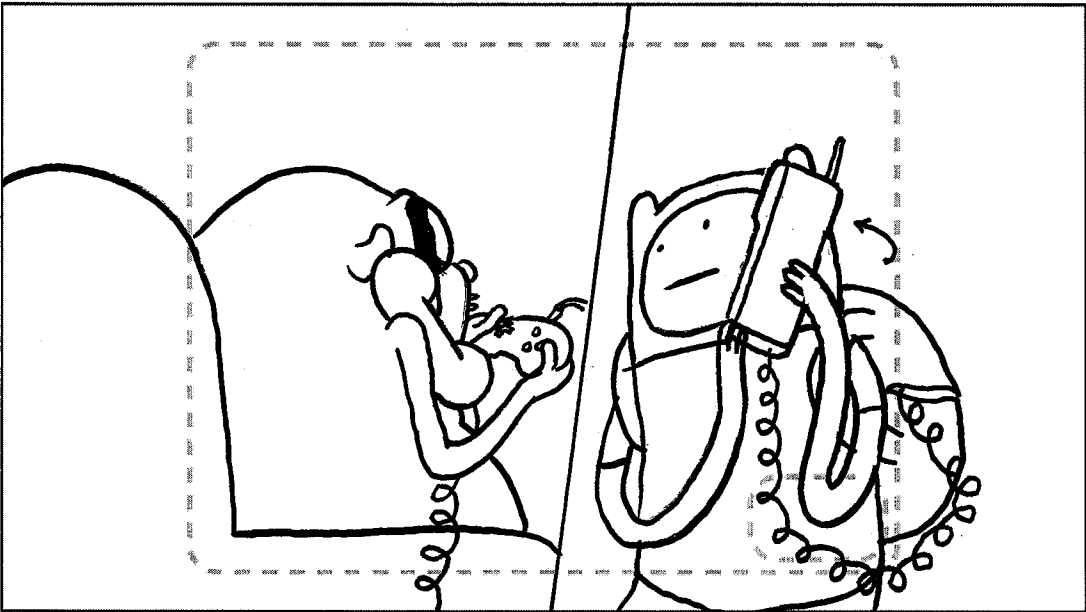
ADVENTURE TIME



Sc. 7 Pnl. C Bg. day night



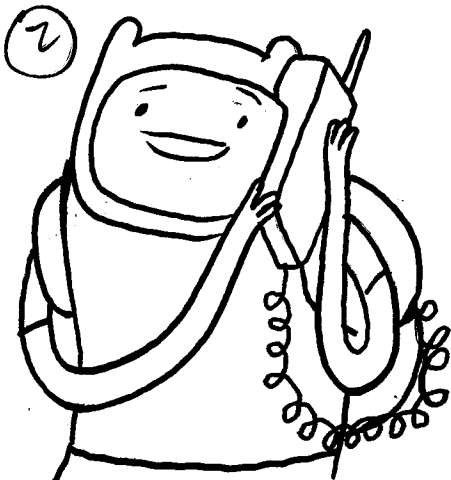
Sc. 7 Pnl. D Bg. day night



Dialog: F/ ① Good man. ② I think I'm making some serious headway

Action:

Timing:



J/ nice. seal the deal bro.

EPISODE # 100859

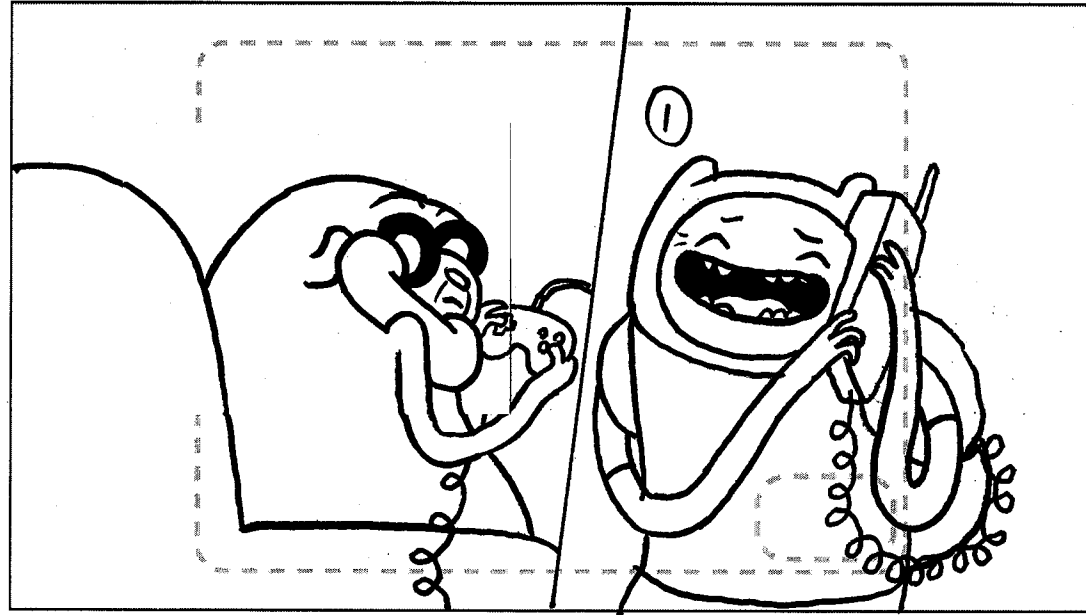
Production :



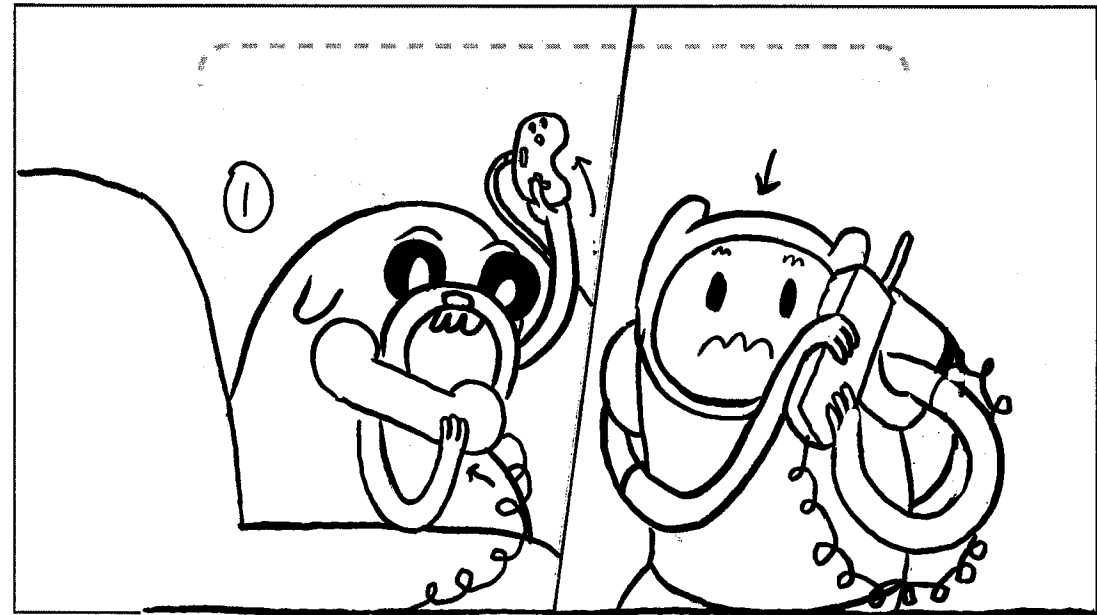
# ADVENTURE TIME

Page 9

Sc. 7 Pnl. E Bg. day night



Sc. 7 Pnl. F Bg. day night



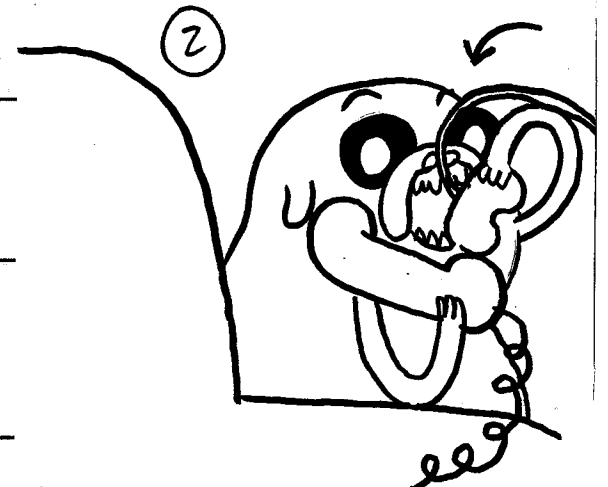
Dialog:  
F/①Hahnhahn!  
②Dk man  
whatevs

Action:

Timing:



J/①YOU CAN DO IT!  
②YOU HEAR ME?!



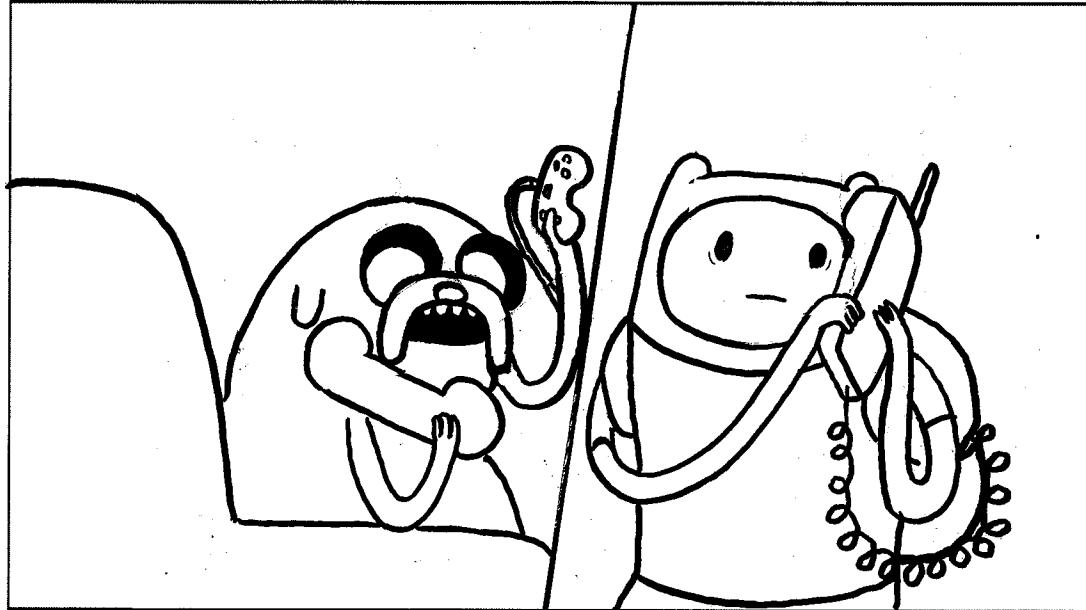
EPISODE # 100859

# ADVENTURE TIME

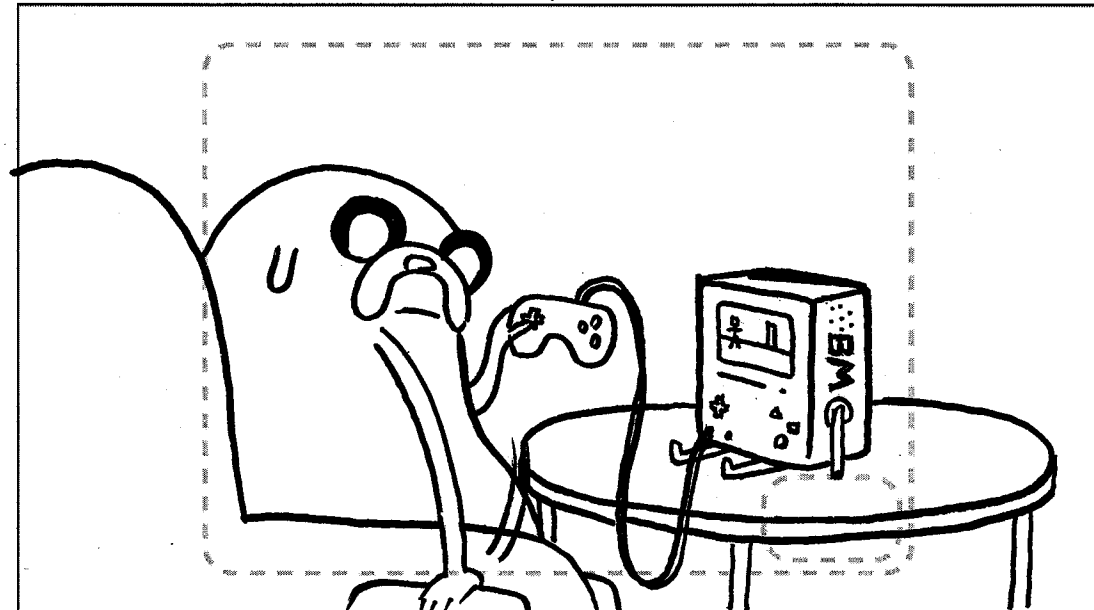


Page 10

Sc. 7 Pnl. G Bg. day night



Sc. 7 Pnl. H Bg. day night



Dialog: Jake/ I'm playin' BEEMO  
call me later bye. ← (fast delivery)

(B:) how's finn?  
Alt: how's finn date?

Action:

Jake hang up phone

Timing:

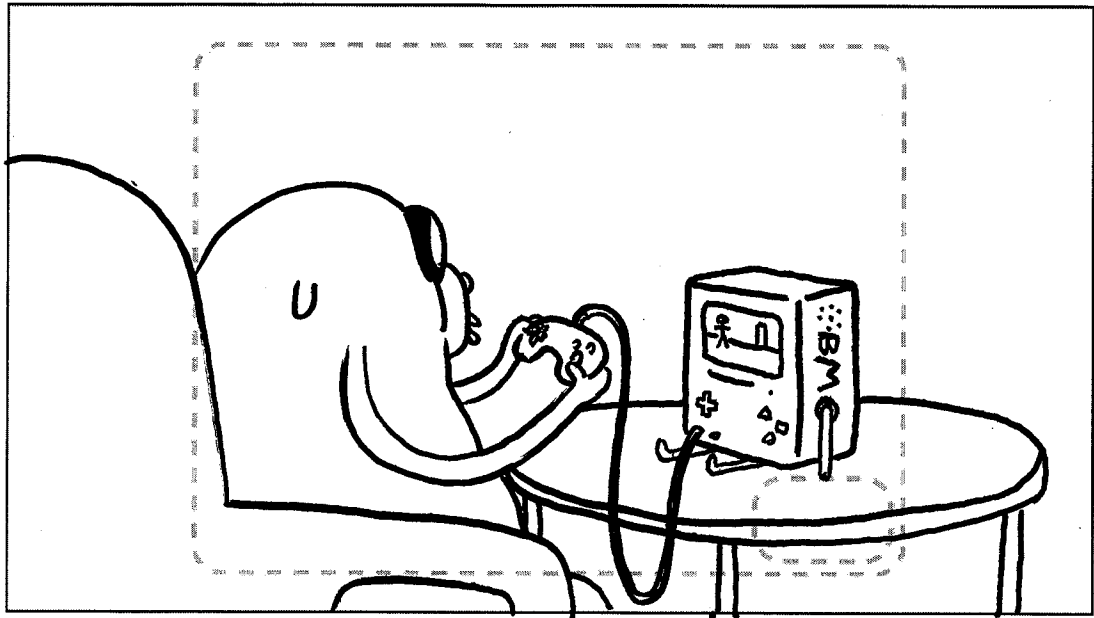
EPISODE # 100859

Production :

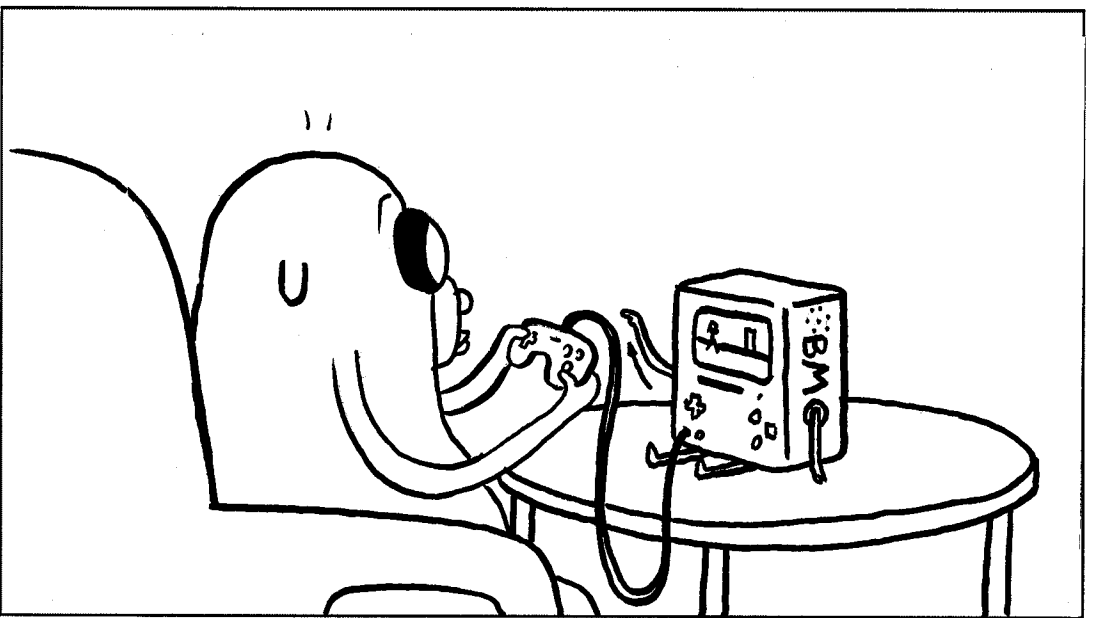
ADVENTURE TIME



Sc. 7 Pnl. I Bg. day night



Sc. 7 Pnl. J Bg. day night



Dialog: J/ I think it's goin good,

Beemo/ unlike your game.. boyeeee,

~~ATTENTION~~

Action:

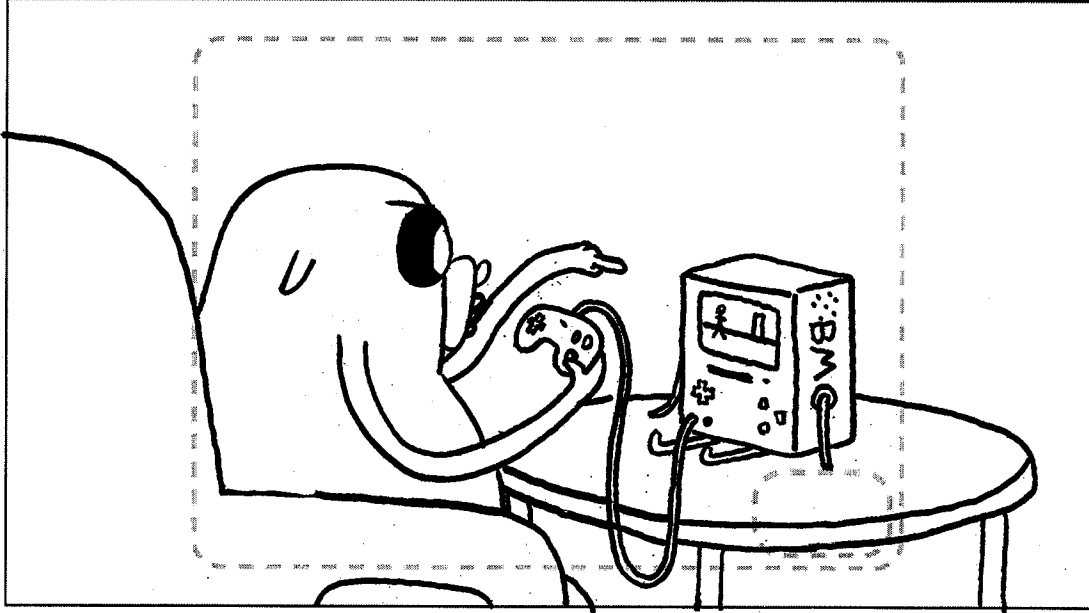
Timing:

EPISODE # 100859

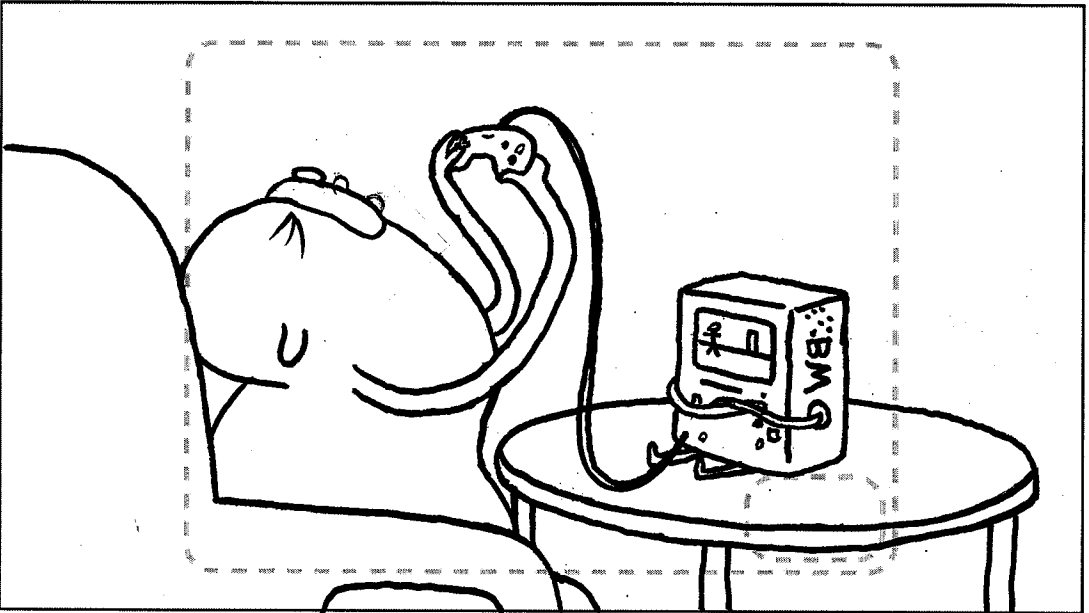
ADVENTURE TIME



Sc. 7 Pnl. K Bg. day night



Sc. 7 Pnl. L Bg. day night



Dialog: J / Where's the key to the tower Beemo?! —————> TELL ME AAAAA!!

Action: Beemo crosses arms

Timing:

100859

EPISODE #

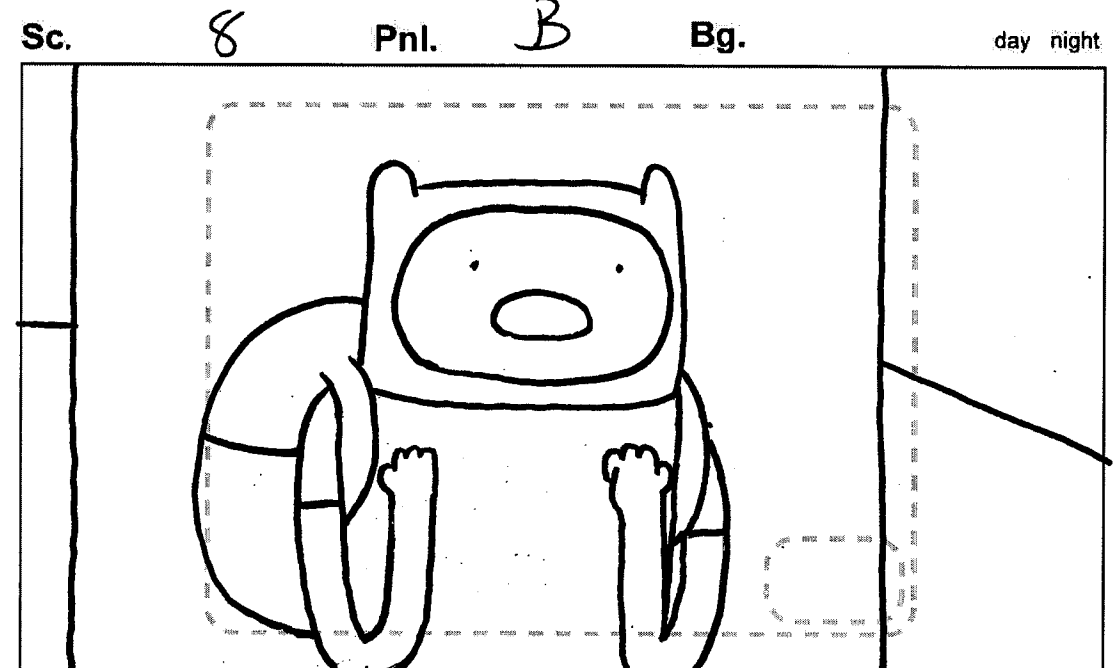
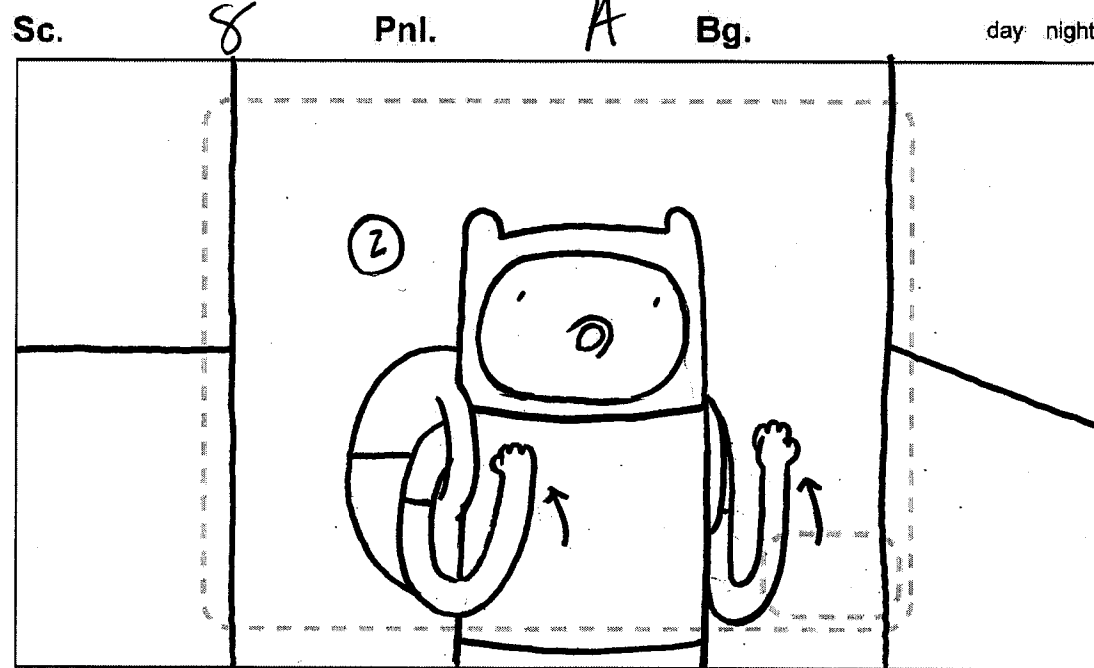
Production :



# ADVENTURE TIME



Page 13

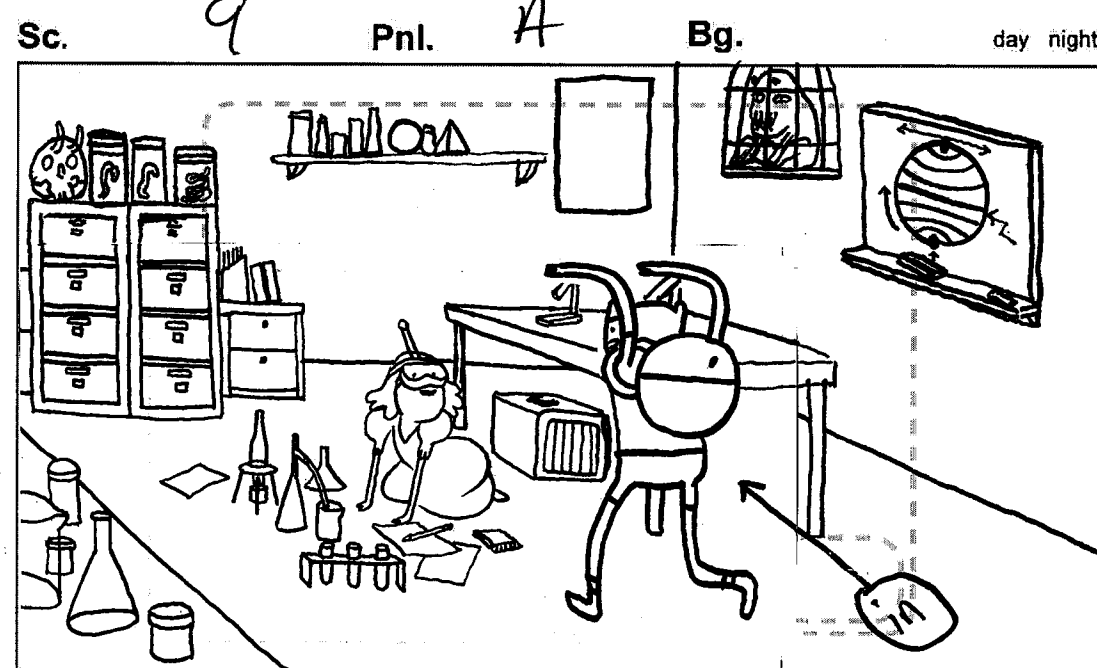
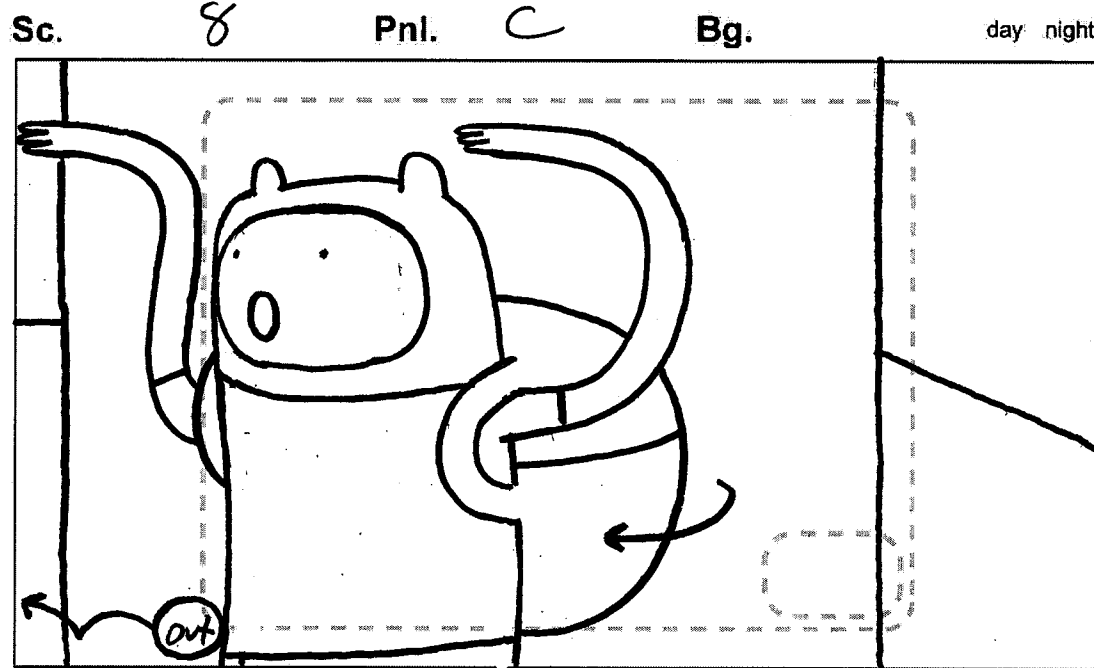


Dialog:	Finn / ② PHOO !	
Action:	<p>① </p>	
Timing:	<p>② </p> <p>③ </p>	

EPISODE # 100859

Production :

# ADVENTURE TIME



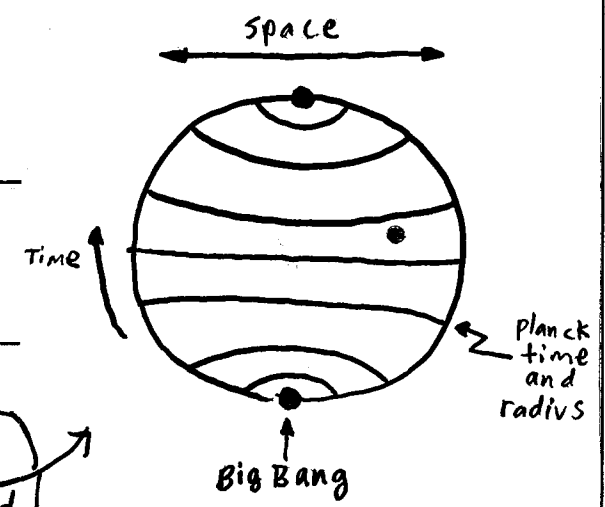
Dialog: F/ WOOP WOOP!

Action: walk o.s.

Timing:

F/ WOOP WOOP! I'm back.

this is on the chalkboard



EPISODE # 100859

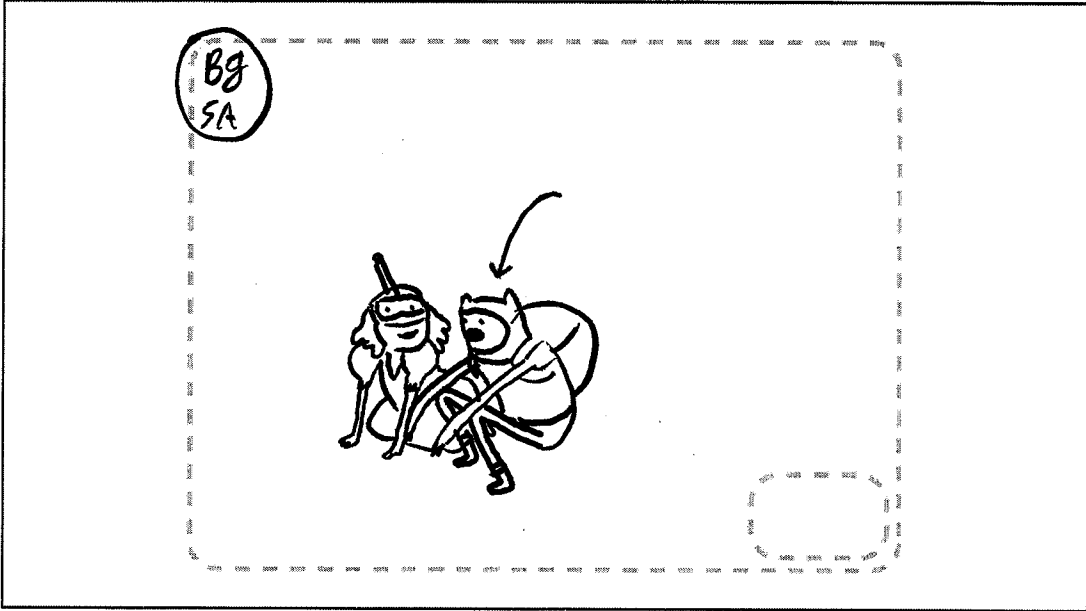
Production :

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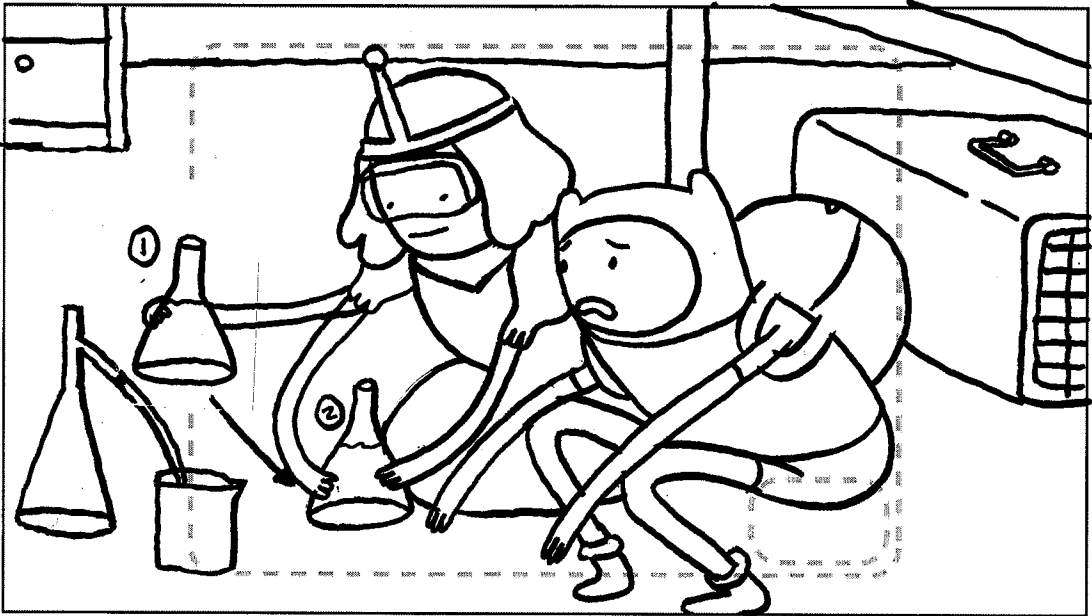
ADVENTURE TIME



Sc. 9 Pnl. B Bg. day night



Sc. 10 Pnl. A Bg. day night



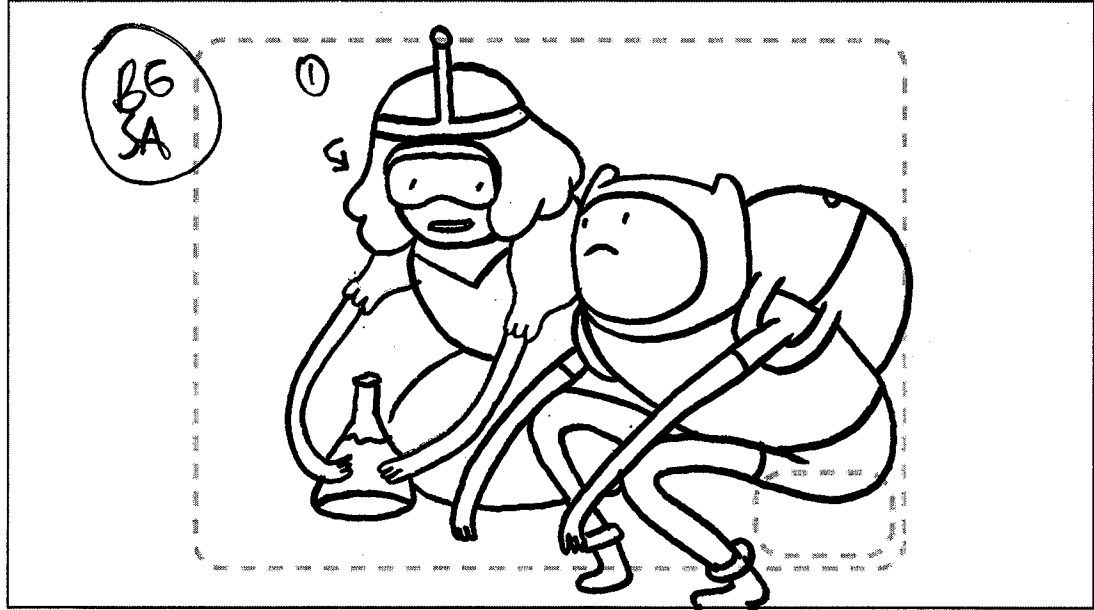
Dialog:	F/what's that?	F/are you tryin'a make yourself 18 again?
Action:	finn squats next to Princess B	PB slides beaker closer to her
Timing:		

EPISODE # 100859 Production :

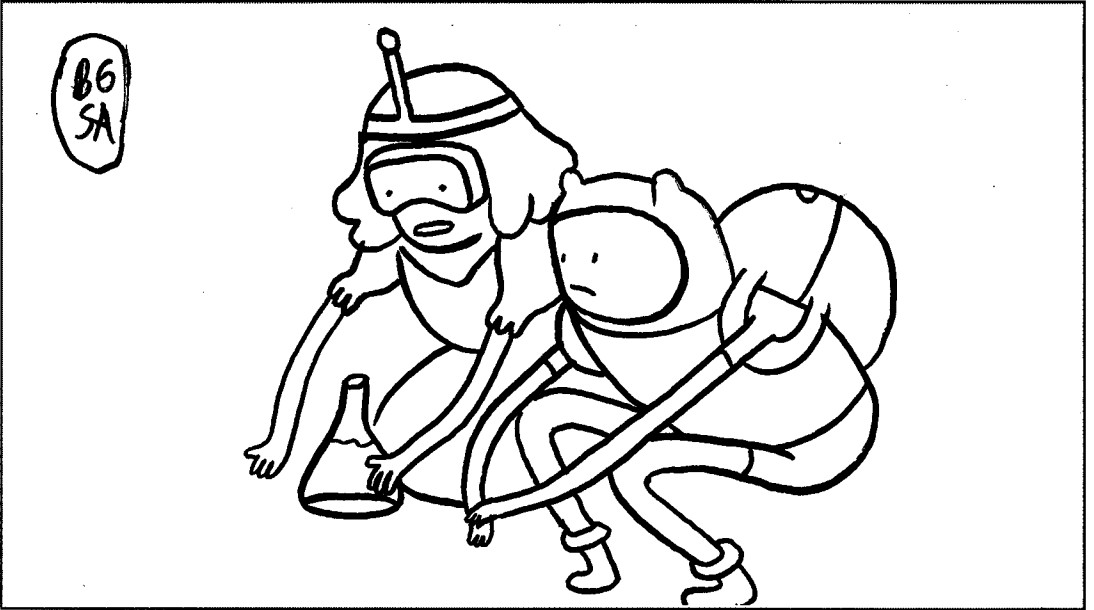
ADVENTURE TIME



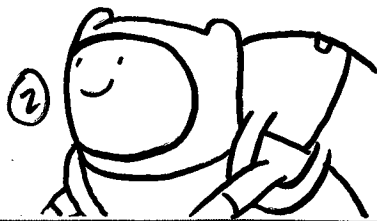
Sc. 10 Pnl. B Bg. day night



Sc. 10 Pnl. C Bg. day night



Dialog: ① PB/ Nah

Action: ② Finn smiles ② 

Timing:

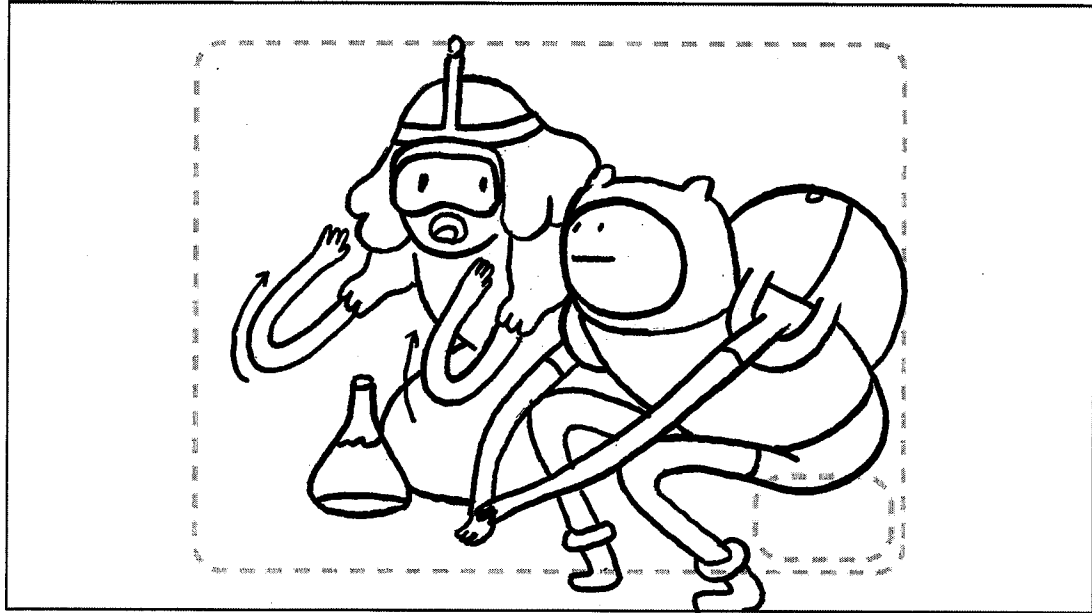
EPISODE # 100859

Production :

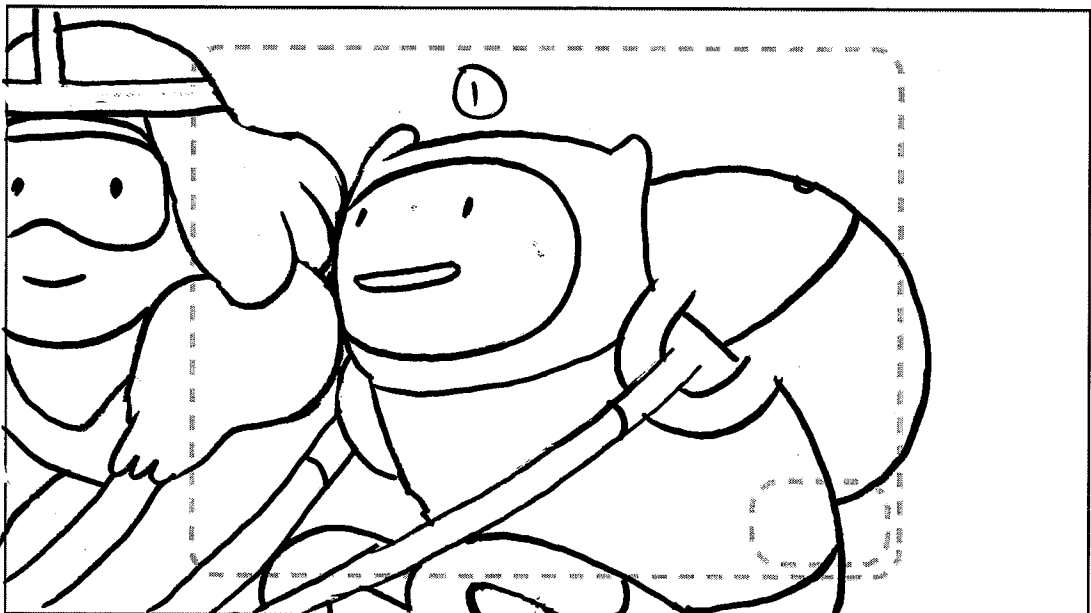
ADVENTURE TIME



Sc. 10 Pnl. D Bg. day night



Sc. 11 Pnl. A Bg. day night



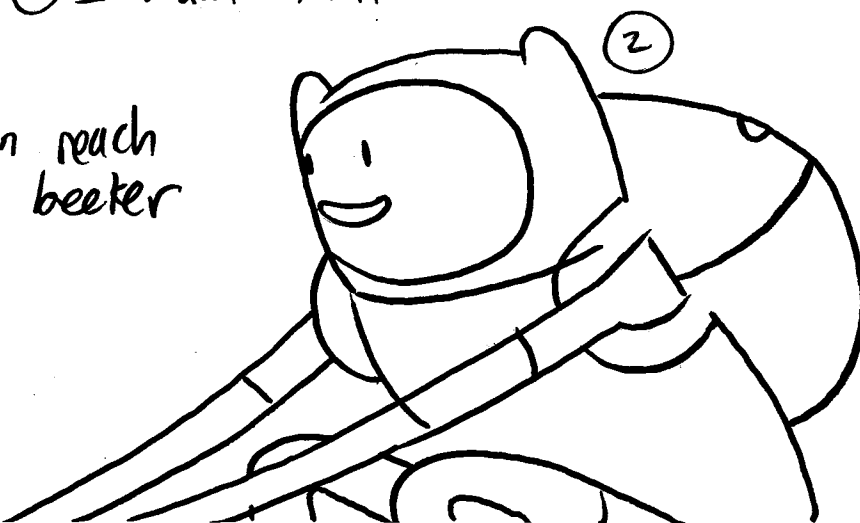
Dialog: PB/ it makes you sweat cleaning agents.

Finn 10 I don't bathe.  
2 I want that.

Action:

2 Finn reach for beaker

Timing:



EPISODE # 100859

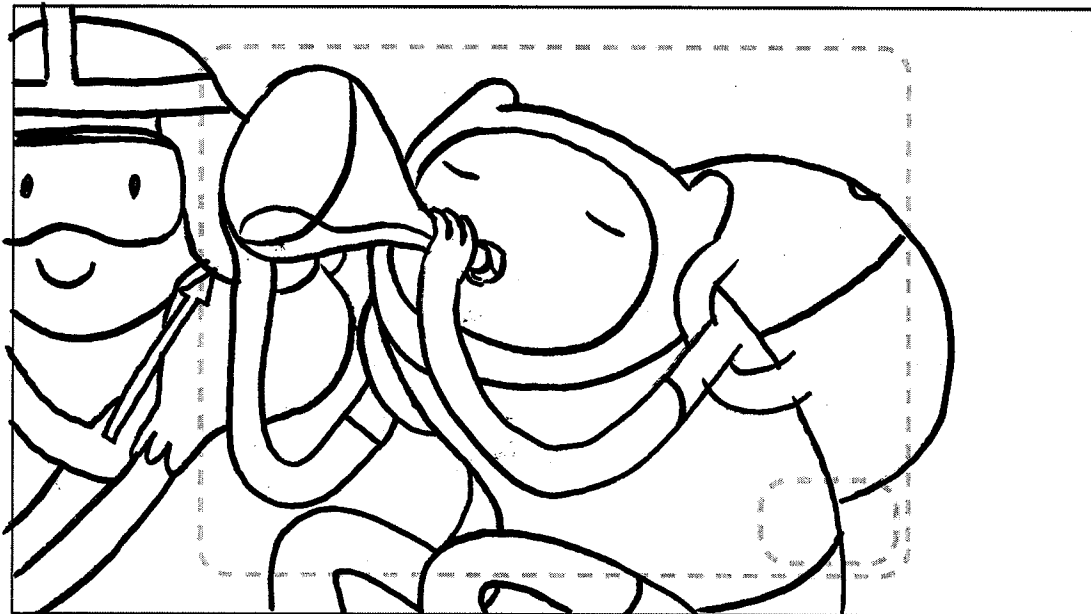
Production :

## ADVENTURE TIME



Page 18

Sc. 11 Pnl. B Bg. day night



day night

Sc. 11 Pnl. C Bg. day night



day night

**Dialog:**

$$sf(x) \equiv g \vee g \quad g \vee g \equiv$$

**Action:**

f. hn drinks syrup

**Timing:**

Finn/ AAA !HOT!!

fion drops becker and frantically waves hands at his tongue

**EPISODE #**

10856

**Production :**

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# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
					13				

Dialog:	F/ AAA
Action:	FINN FALLS INTO SHOT.
Timing:	

EPISODE # 100859  
Production :

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ADVENTURE TIME



Sc. 12 Pnl. A Bg. day night

Sc. 12 Pnl. B Bg. day night

Dialog:	PB! A-HA-HA-HA!
Action:	PB FALLS OVER INTO SHOT
Timing:	

100859  
EPISODE #  
Production :

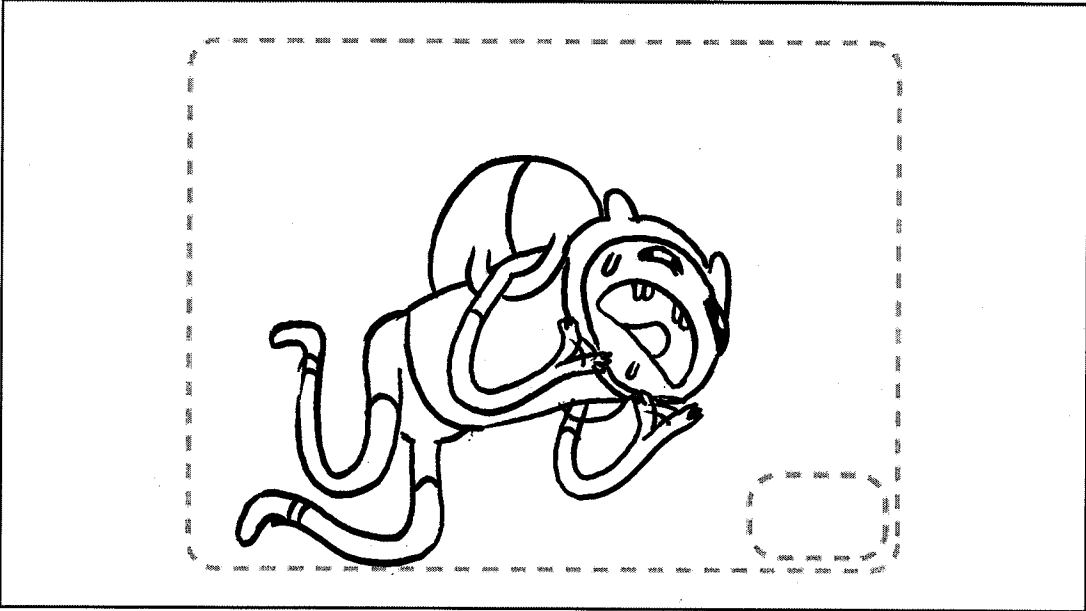


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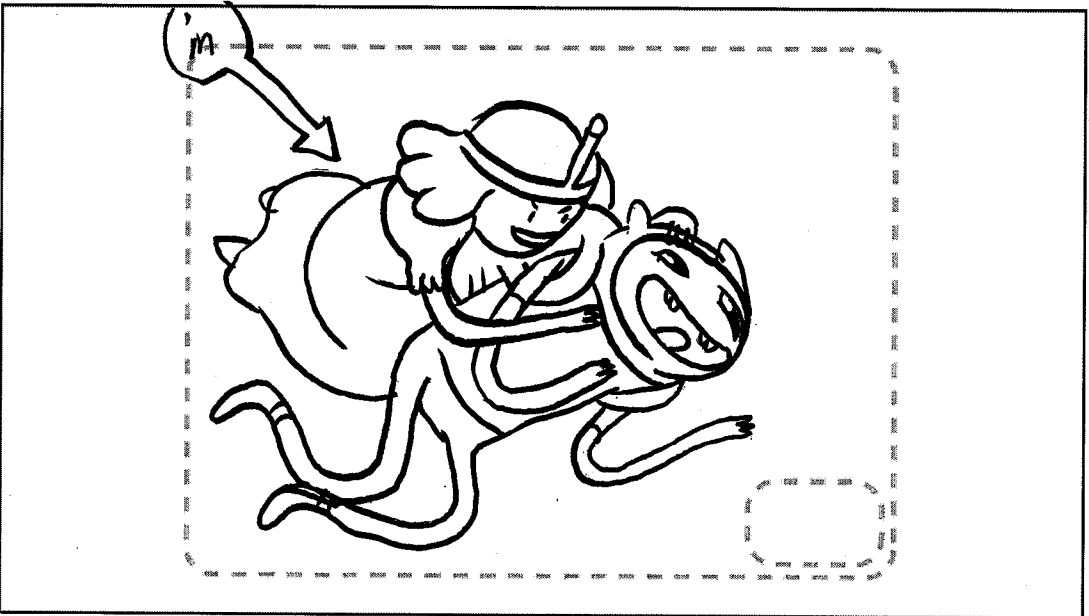
ADVENTURE TIME



Sc. 13 Pnl. B Bg. day night



Sc. 13 Pnl. C Bg. day night



Dialog:	Finn (chinese voice) Ah so spice, so spice!	PB/ Yov so SPICE!
Action:		
Timing:		

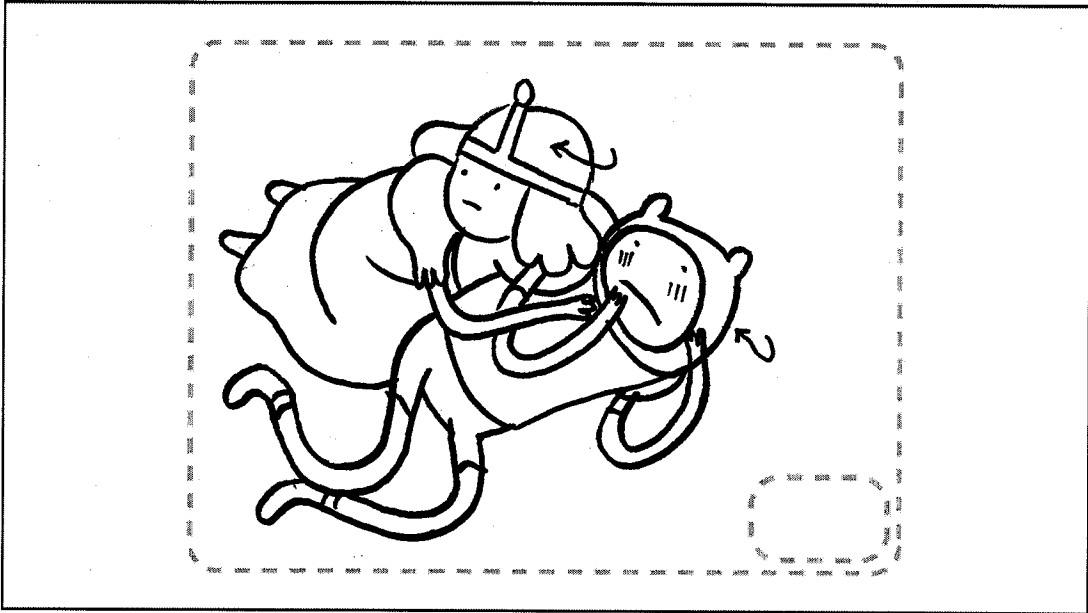
EPISODE # 100859  
Production :

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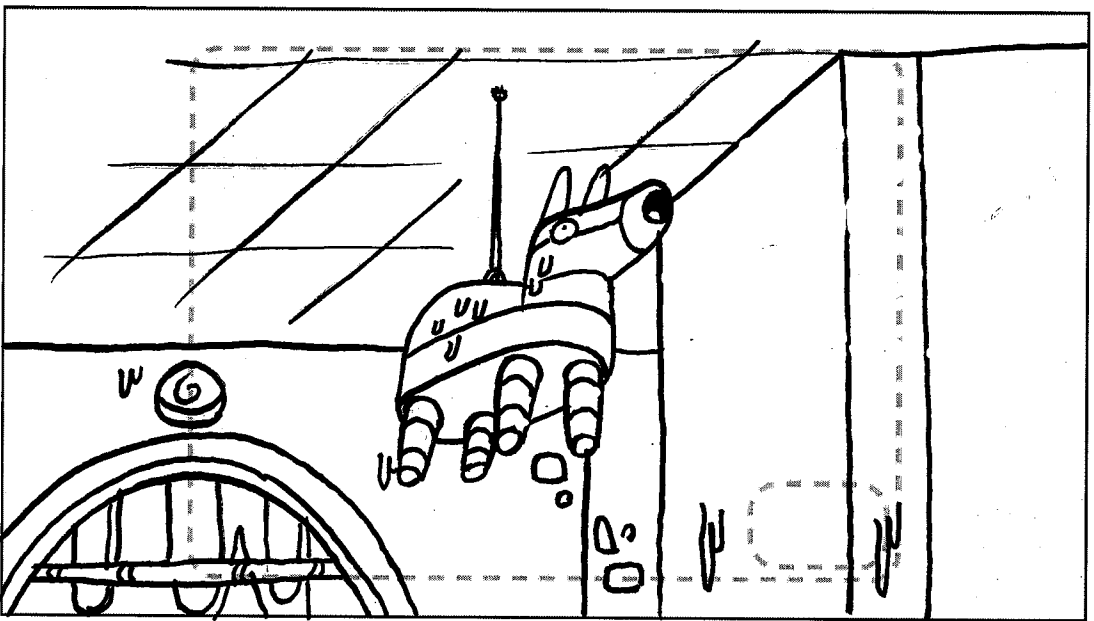
ADVENTURE TIME



Sc. 13 Pnl. D Bg. day night



Sc. 14 Pnl. A Bg. day night



Dialog:	Manfried (os) / BWAA! (in the distance) BWAA!	Manfried / BWAA! BWAA!
Action:		
Timing:		

EPISODE # 100859  
Production :

ADVENTURE TIME

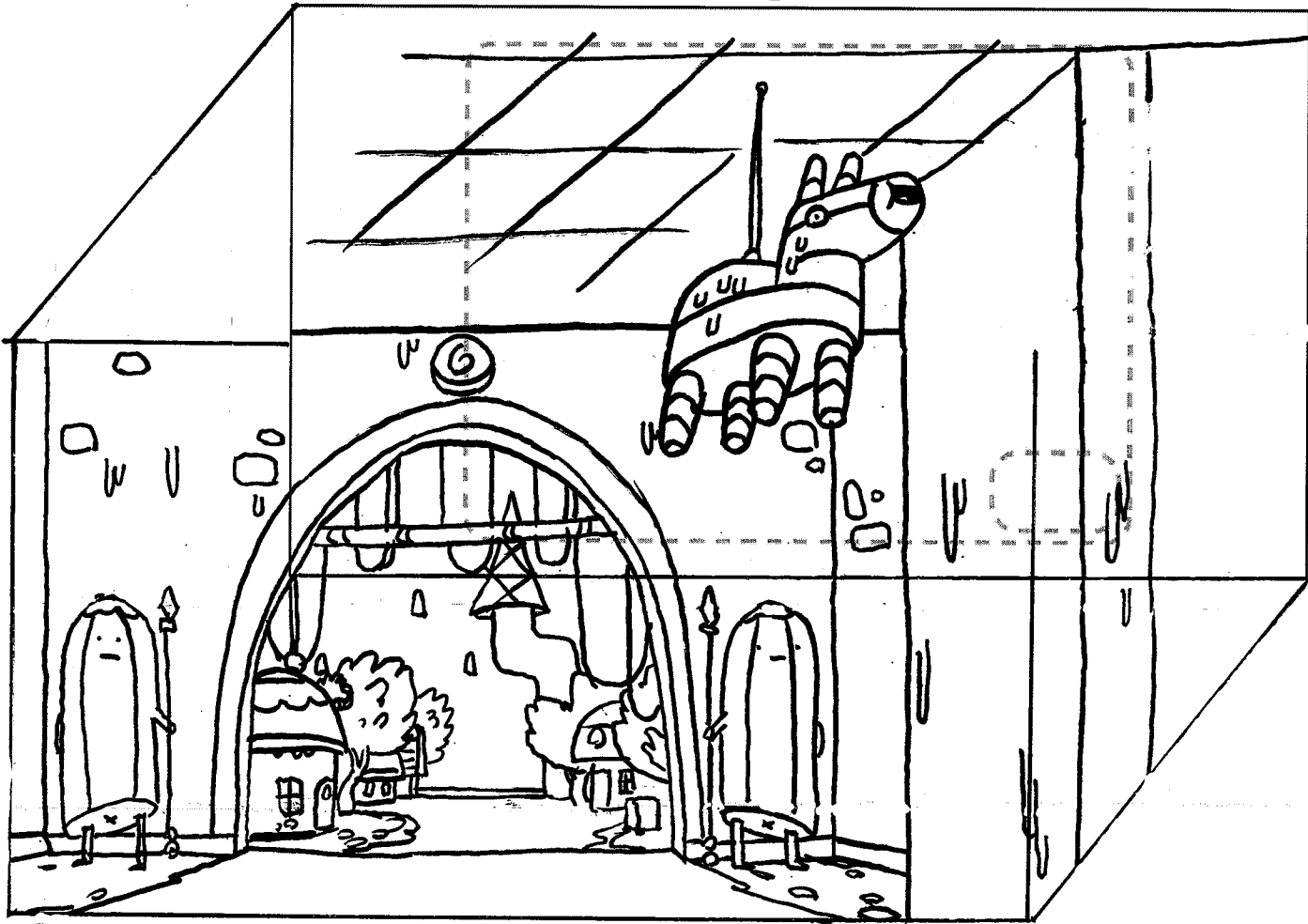


Sc. Pnl. Bg. day night Sc. 14 Pnl. B Bg. day night

Dialog:  
Manfried / Annovncing the  
arrival of the Earl  
of Lemonsnatch!

Action:

Timing:



EPISODE # 100859

Production :

# ADVENTURE TIME

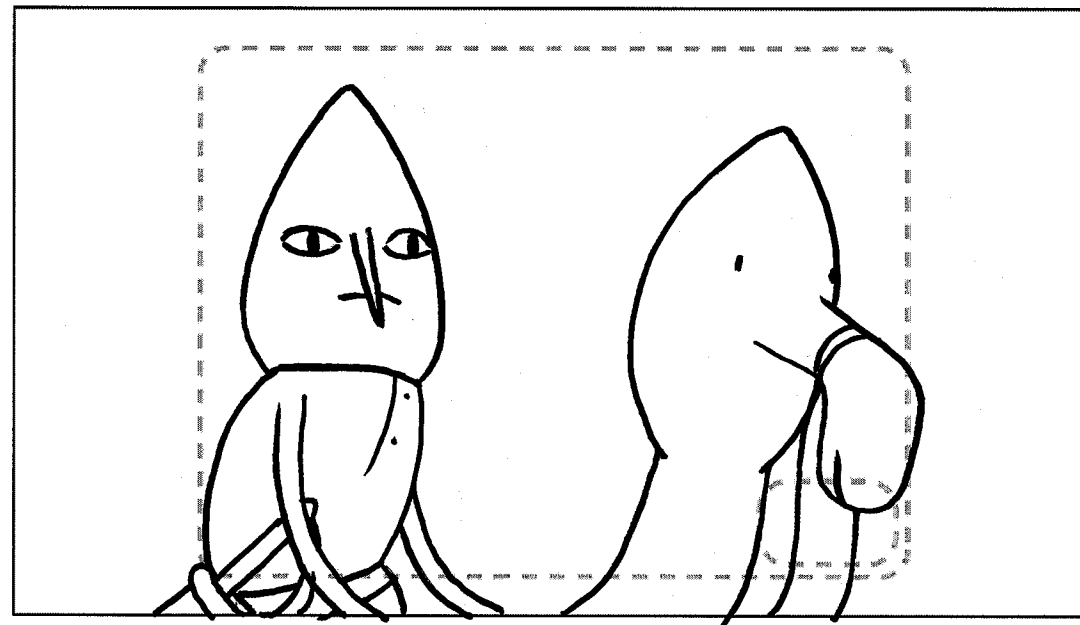


Page 23

Sc. 15 Pnl. A Bg. day night



Sc. 16 Pnl. A Bg. day night



(beat)

Dialog:

Action:

Earl of Lemonsnatch enters the gate

Timing:

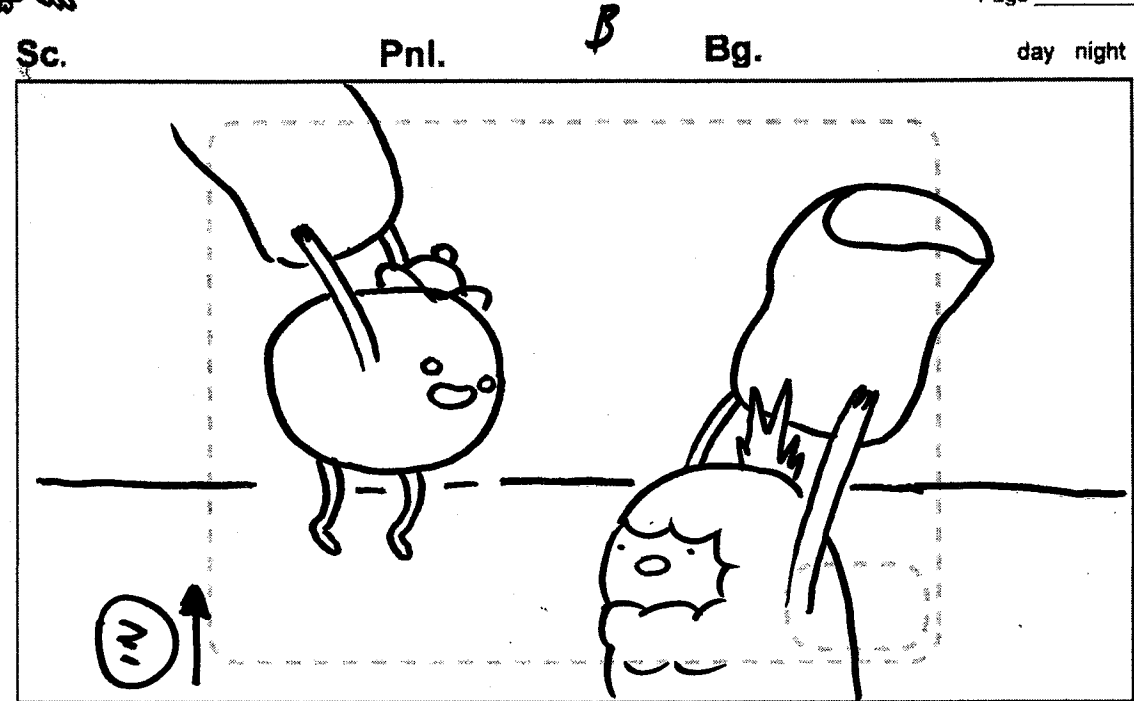
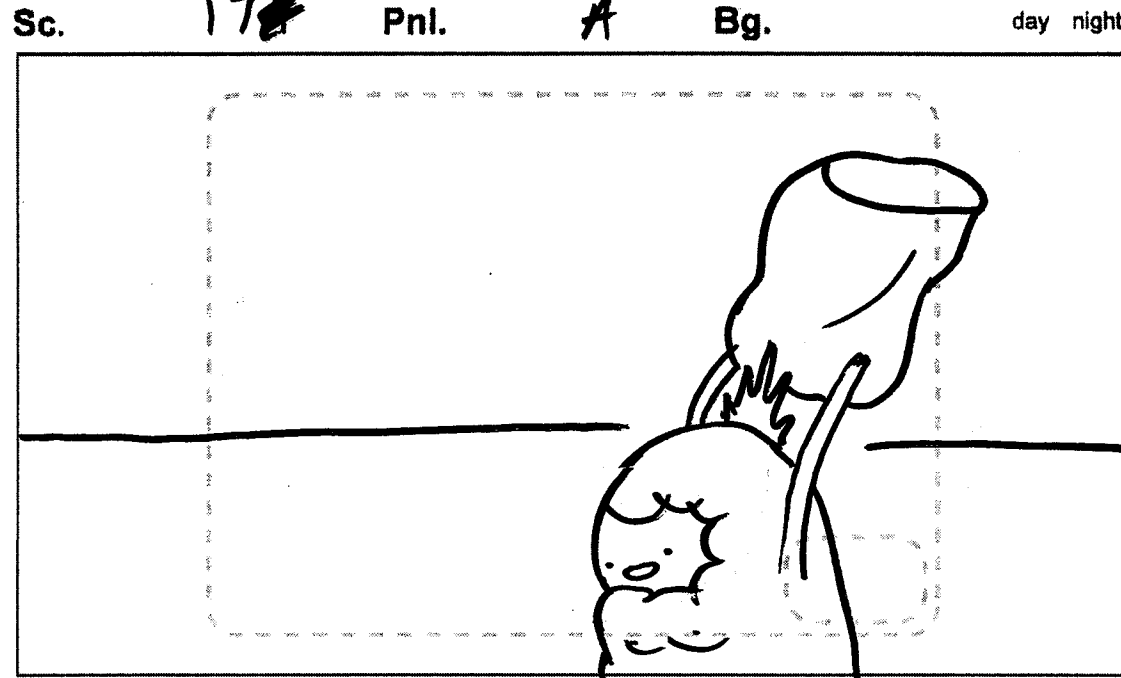
EPISODE # 100859

Production :

# ADVENTURE TIME



Page 239



Dialog:
Action:
Timing:

CANDY Guy Jumps up INTO SHOT.

100859

EPISODE #

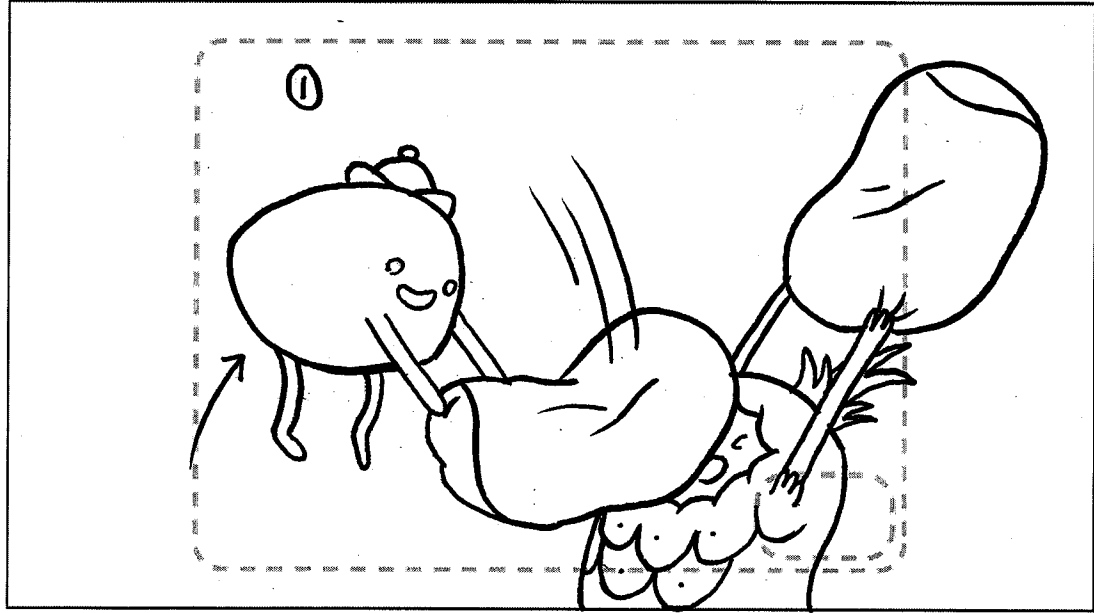
Production :

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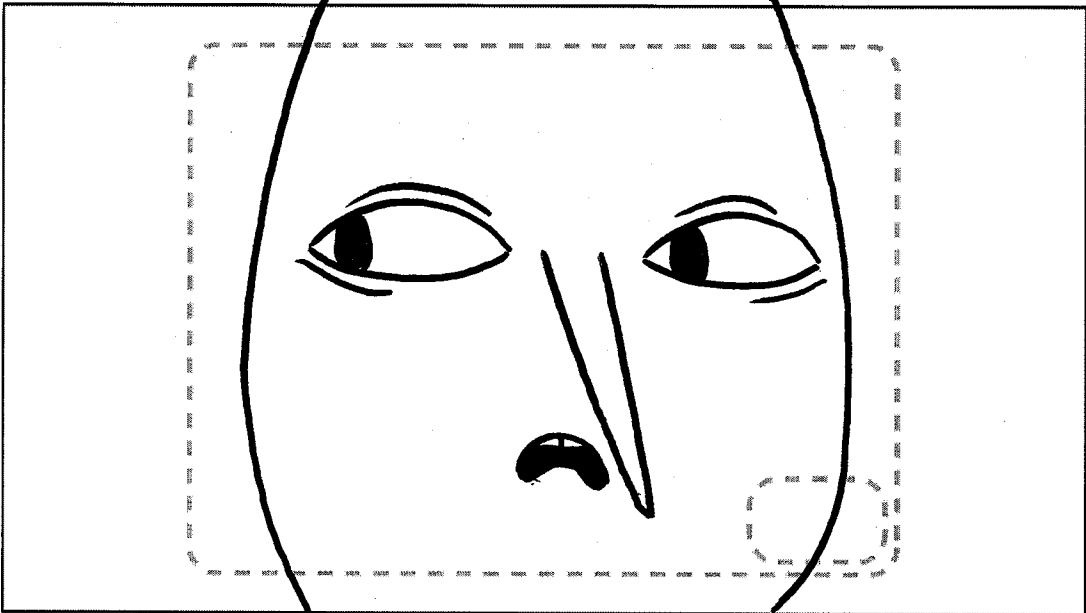
ADVENTURE TIME



Sc. 17 Pnl.  Bg. day night



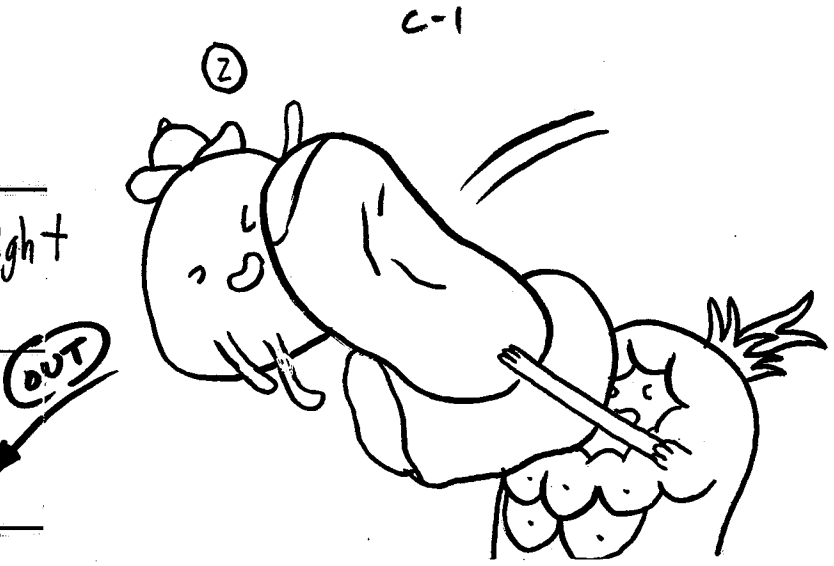
Sc. 18 Pnl. A Bg. day night



Dialog:

Action:

Timing:



ELS/ Neehhh...

EPISODE # 100859  
Production :

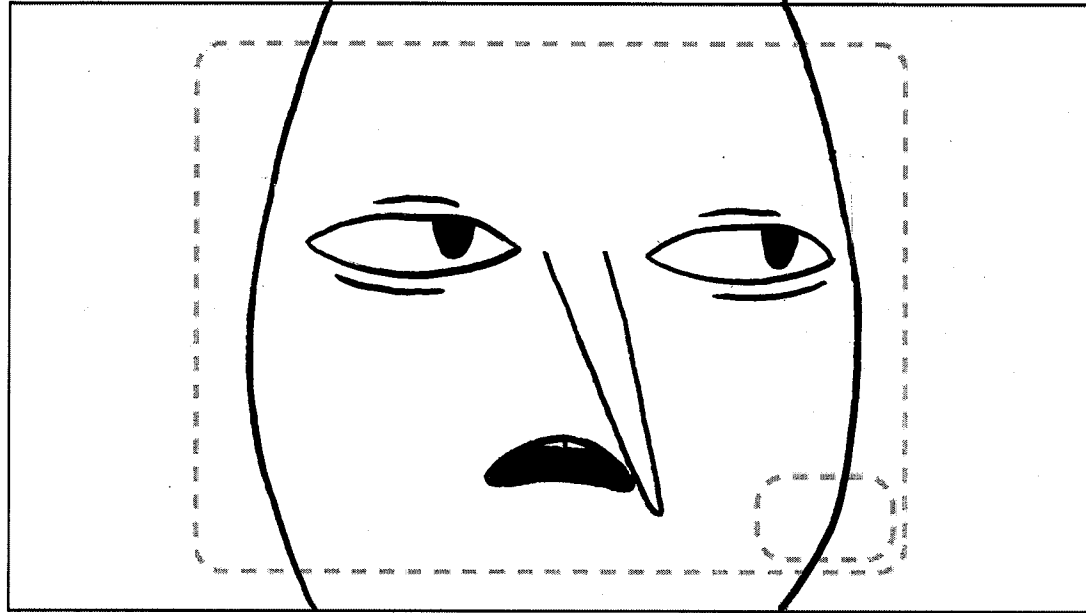
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# ADVENTURE TIME

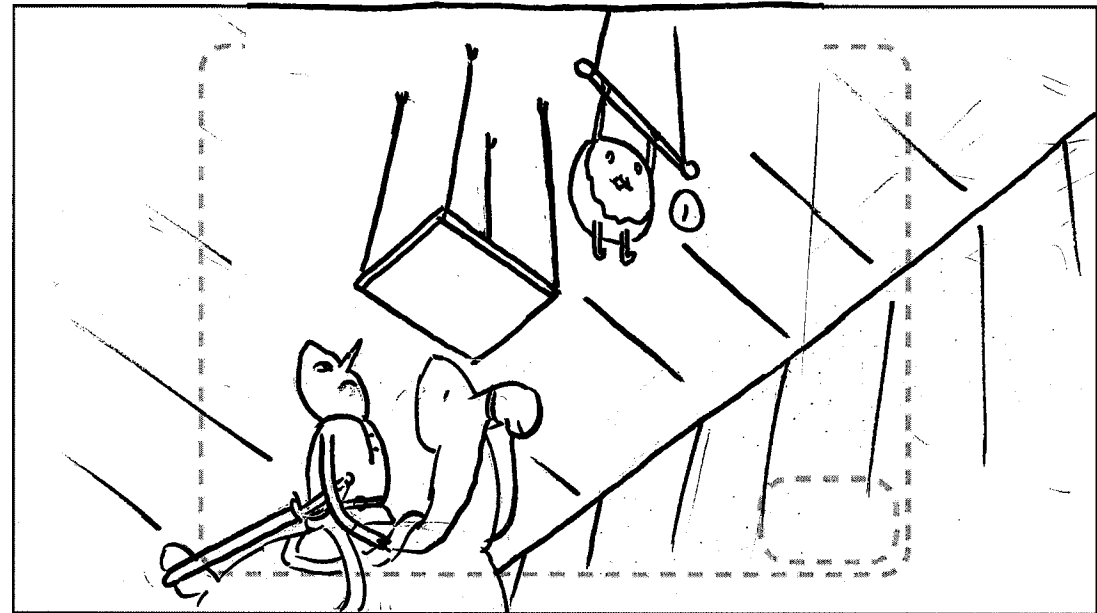


Page 25

Sc. 18 Pnl. B Bg. day night

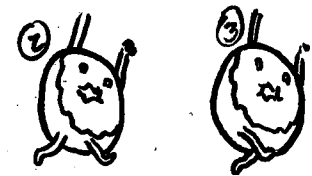


Sc. 19 Pnl. A Bg. day night



Dialog: ELS / hnnnnn....

Cinnabun / I can't hold on!



Action:

Timing:

EPISODE # 100859

Production :

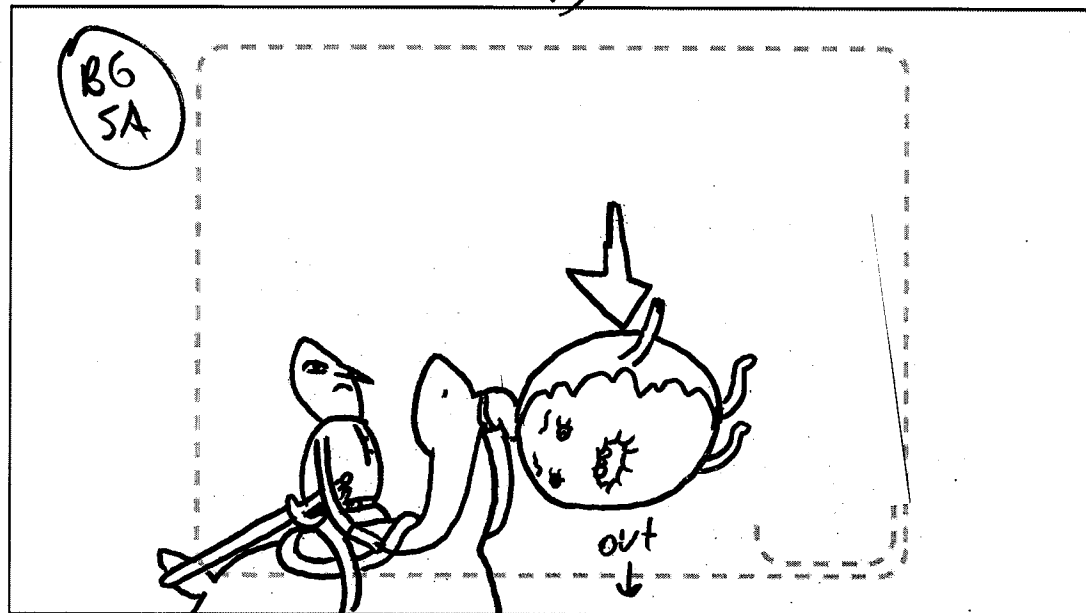
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# ADVENTURE TIME

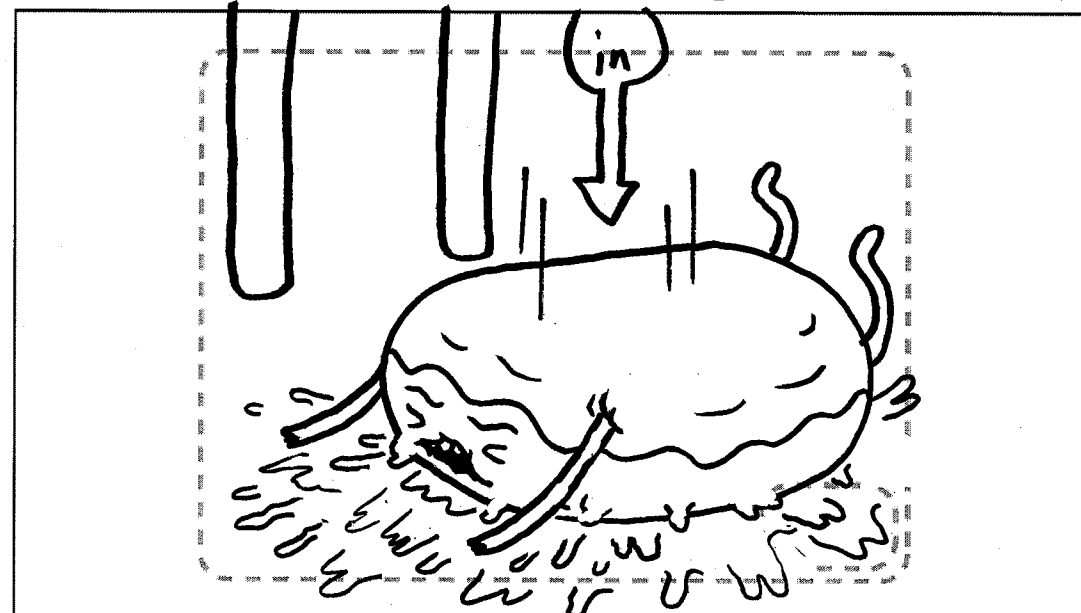


Page 26

Sc. 19 Pnl. B Bg. day night



Sc. 20 Pnl. A Bg. day night



Dialog: cinnabun / AAA !! —————> OOO !

SFX / SPLAT!

Action:

cinnabun lands at the feet of the lemon horse

Timing:

EPISODE # 100859

Production :

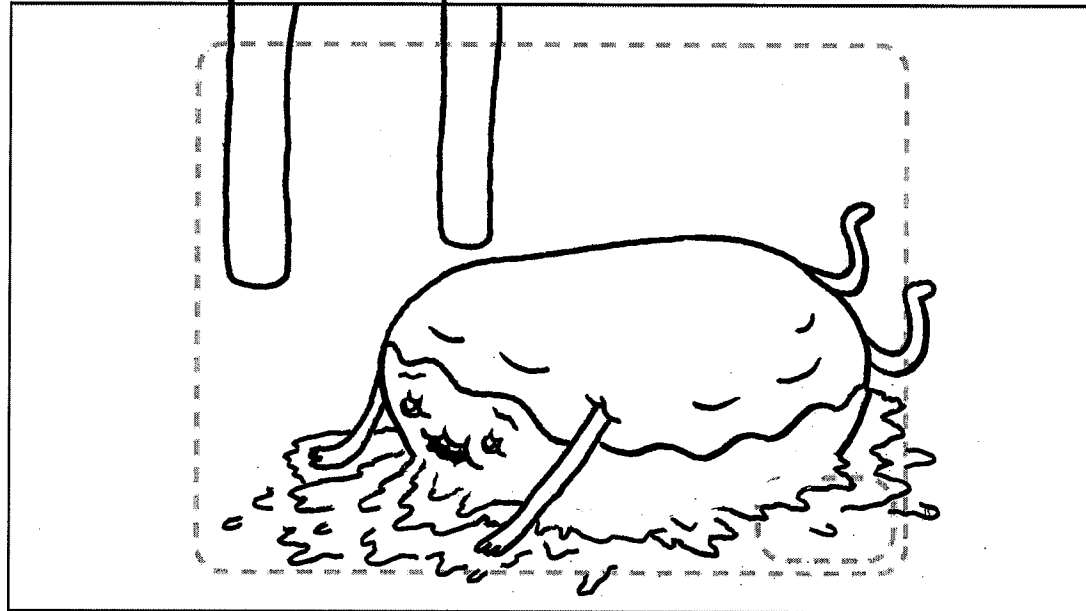


# ADVENTURE TIME

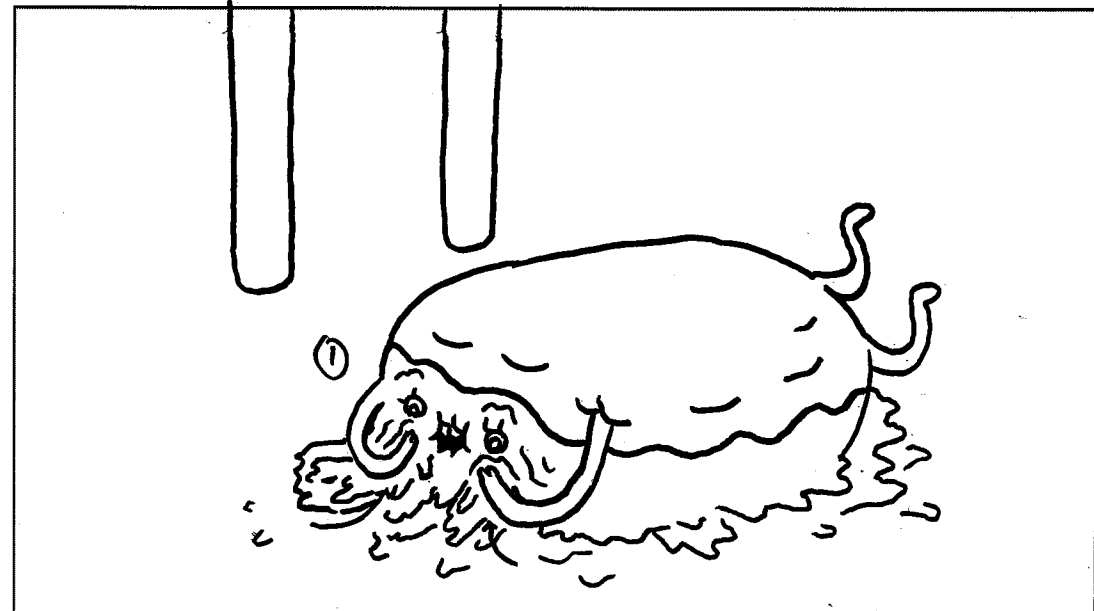


Page 27

Sc. 20 Pnl. B Bg. day night



Sc. 20 Pnl. C Bg. day night



Dialog: cinn/ heheh.

cinn/ heheh  
heheh

Action:

Scoping icing back  
on to his face  
cycle ①+②

Timing:



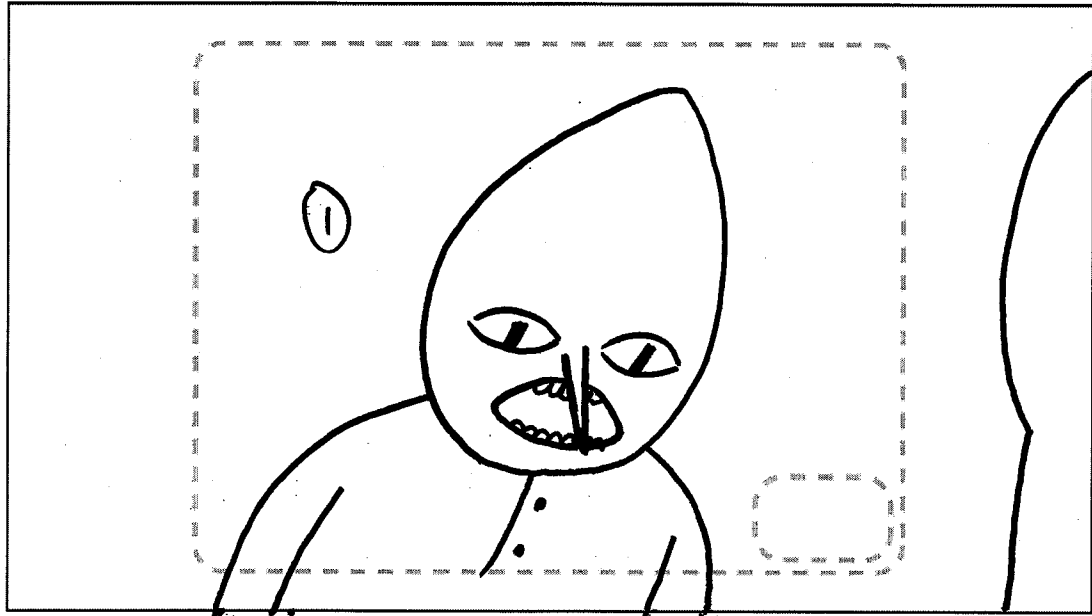
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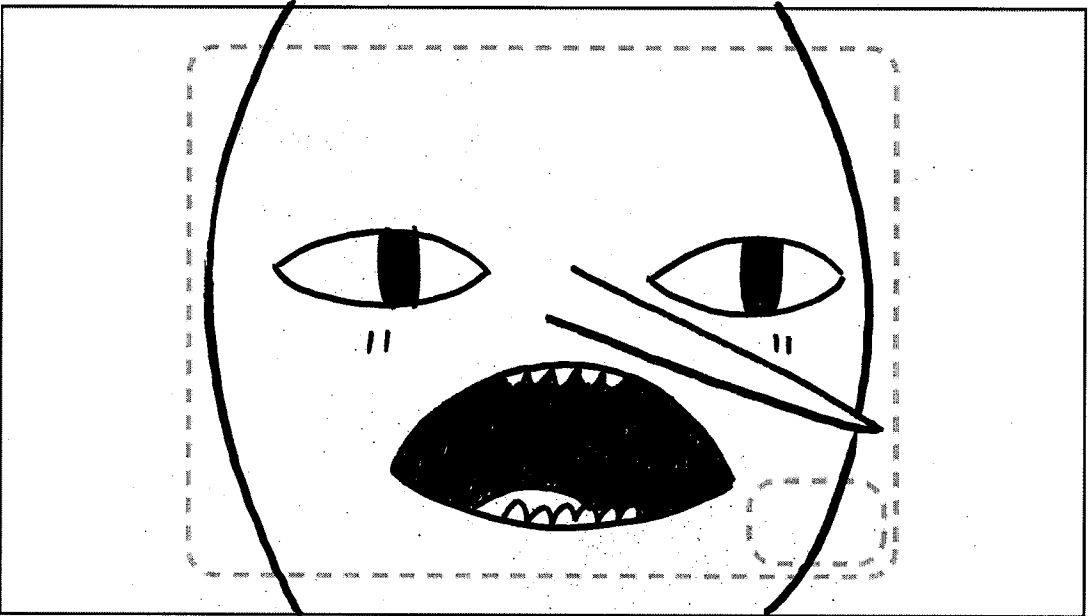
ADVENTURE TIME



Sc. 21 Pnl. A Bg. day night



Sc. 22 Pnl. A Bg. day night



Dialog: L5/10 This castle is in  
          ② unacceptable  
          condition!

Action:

Timing:



ELS/ unacceptable !!

EPISODE # 100859

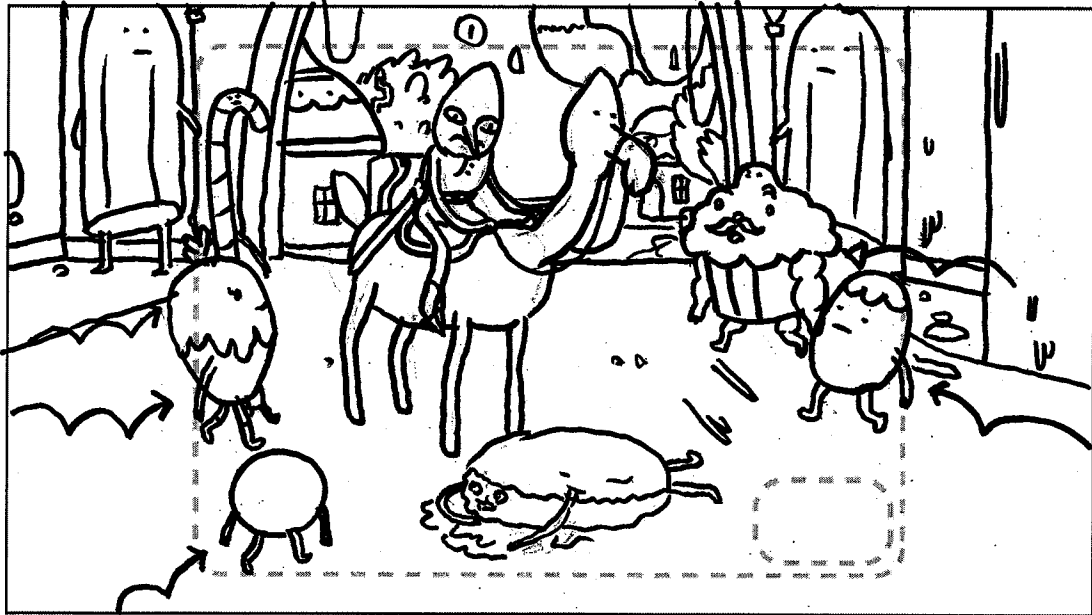
Production :

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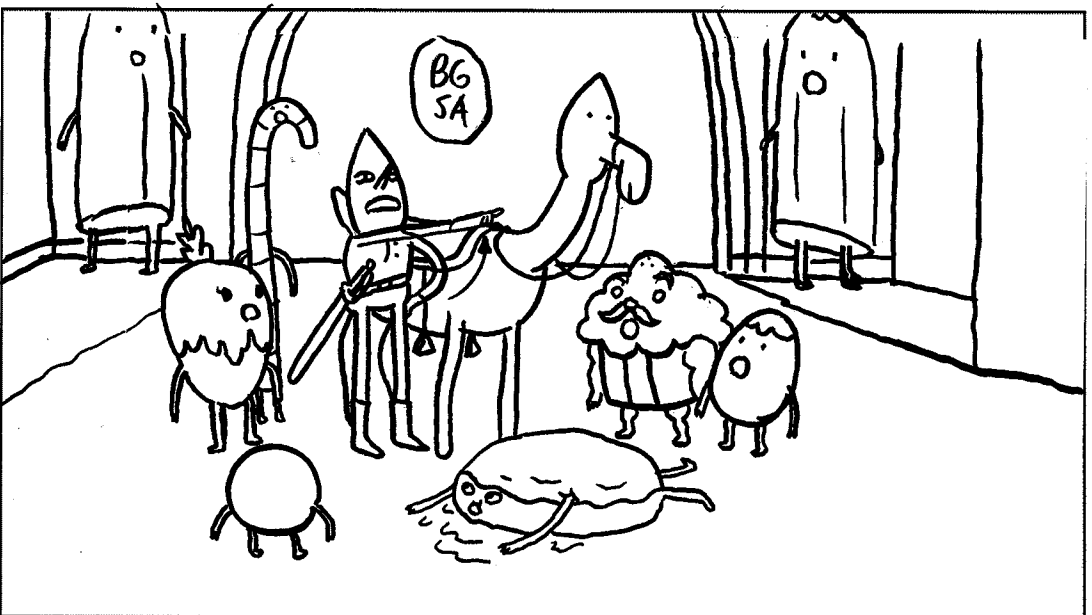
ADVENTURE TIME



Sc. 23 Pnl. A Bg. day night



Sc. 23 Pnl. B Bg. day night



Dialog:  
candy walla / hey what's  
goin on?  
who's that  
again?

Action:  
Lemonsnatch  
dismount

Timing:



ELS! 30 days in  
the dungeon!

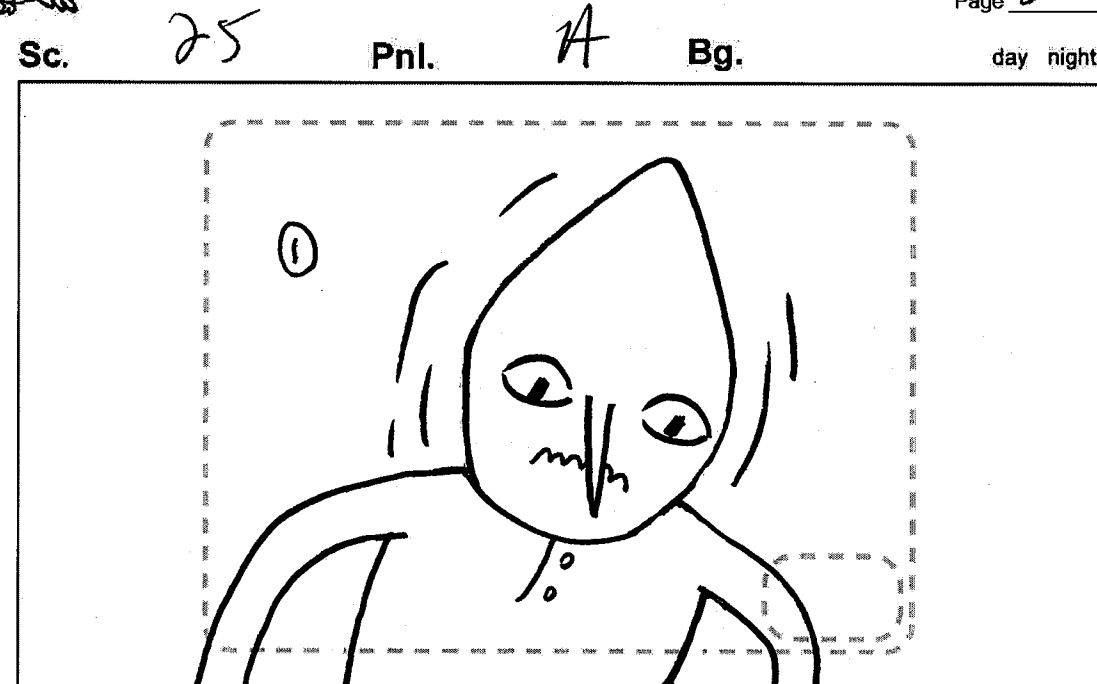
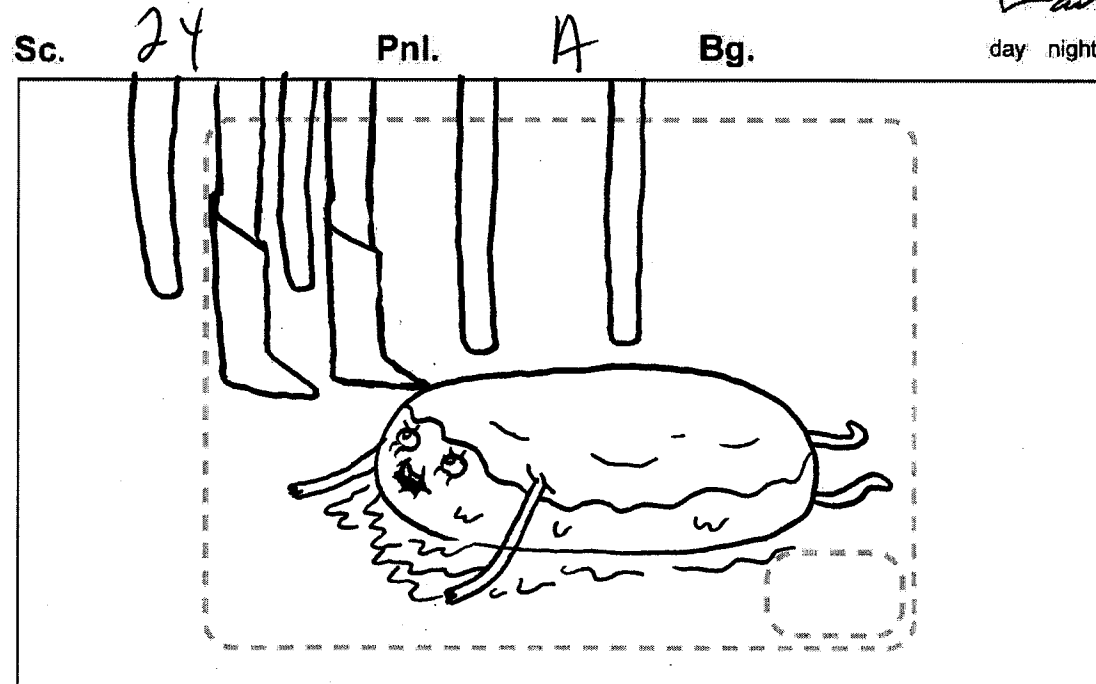
EPISODE # 100859

Production :

# ADVENTURE TIME



Page 30

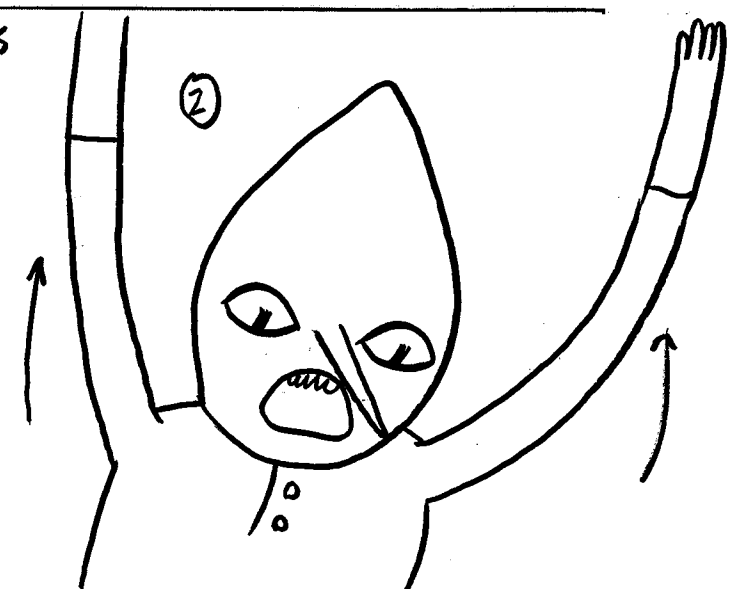


Dialog: CBun/ For who?

Action:

Timing:

ELS/ Everyone in this  
room MYAAA!!



EPISODE # 100859

## ADVENTURE TIME



Page 31  
day night

**Sc.**

26

**Pnl.**

A

**Bg.**

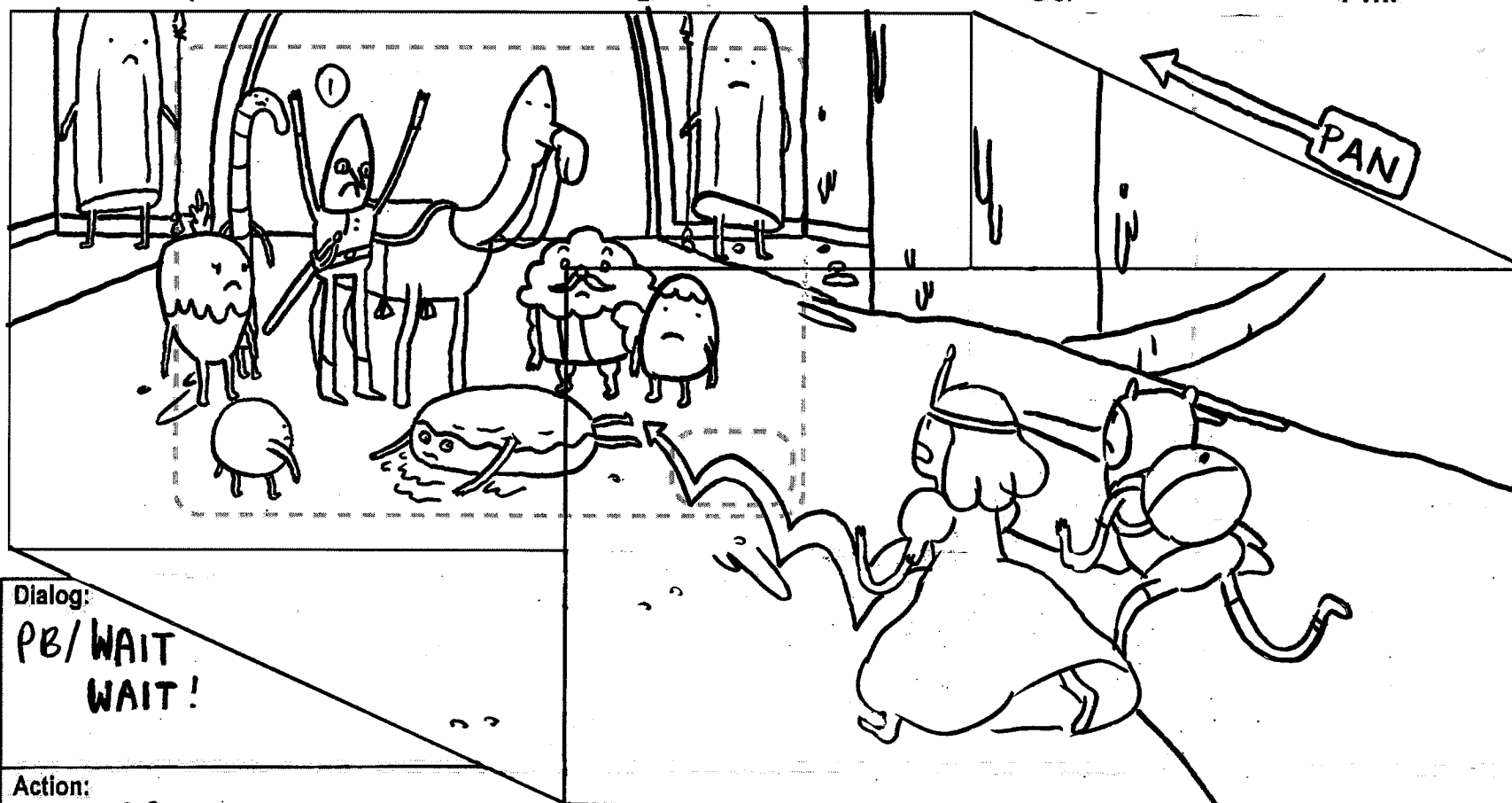
**day night**

**Sc.**

**Pnl.**

**Bg.**

day night



## Dialog:

PB/ WAIT  
WAIT!

**Action:**

F+PB run up  
to Lemonsnatch

### Timing:



# EPISODE #

**Production :**

9  
15  
8  
0  
1

# ADVENTURE TIME



Sc.

27

Pnl.

A

Bg.

day night

Sc.

27

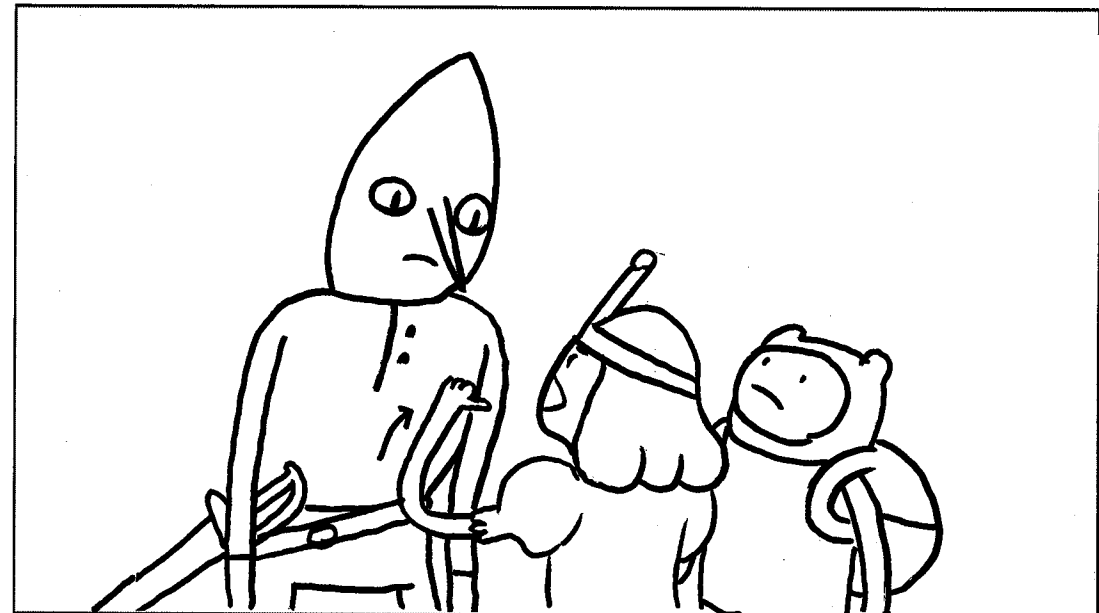
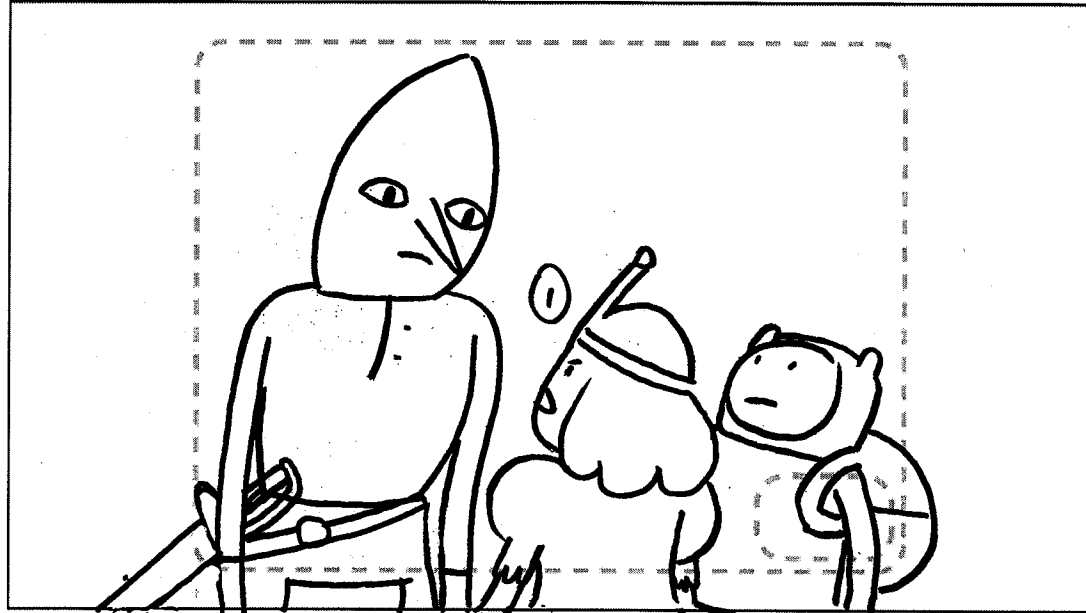
Pnl.

B

Bg.

day night

Page 38



Dialog:

PB/ ① You can't give orders  
② like that!

Action:

Timing:



PB/ I'm in charge here,  
Lemon snatch.

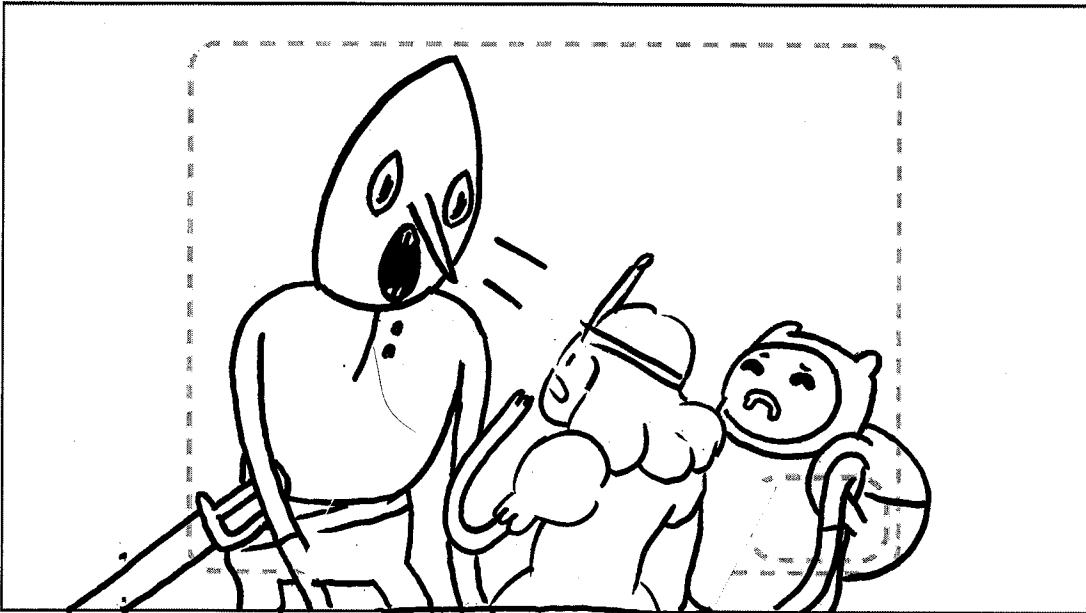
EPISODE # 100859

Production :

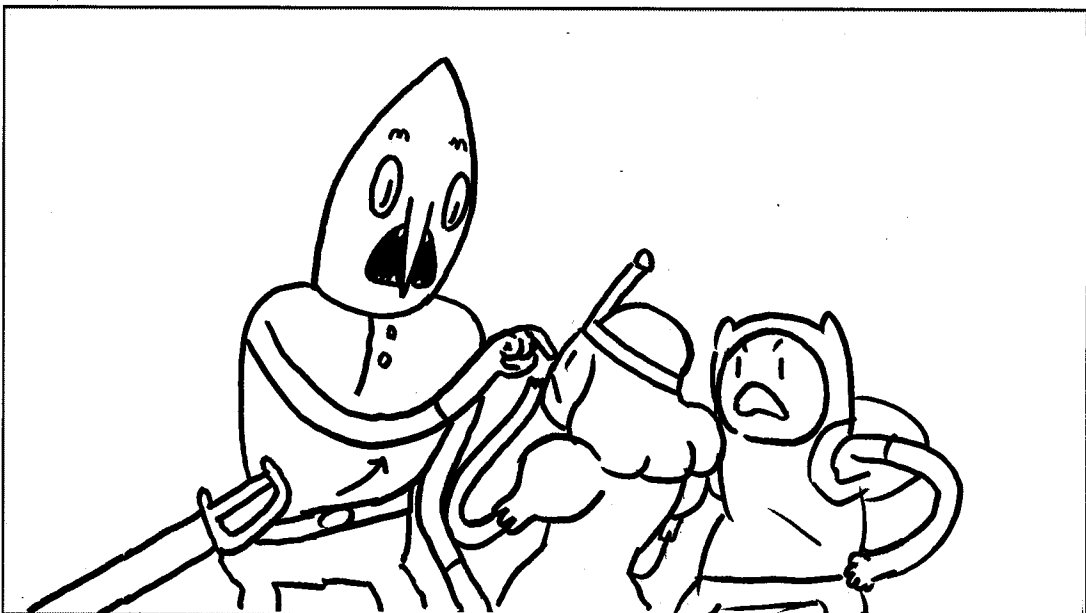
ADVENTURE TIME



Sc. 27 Pnl. C Bg. day night



Sc. 27 Pnl. D Bg. day night



Dialog:  
ELS/ TOO  
YOUNG !

ELS/ TOO YOUNG TO RULE  
THE KINGDOM!

Action:

Timing:

EPISODE #

100859

Production :

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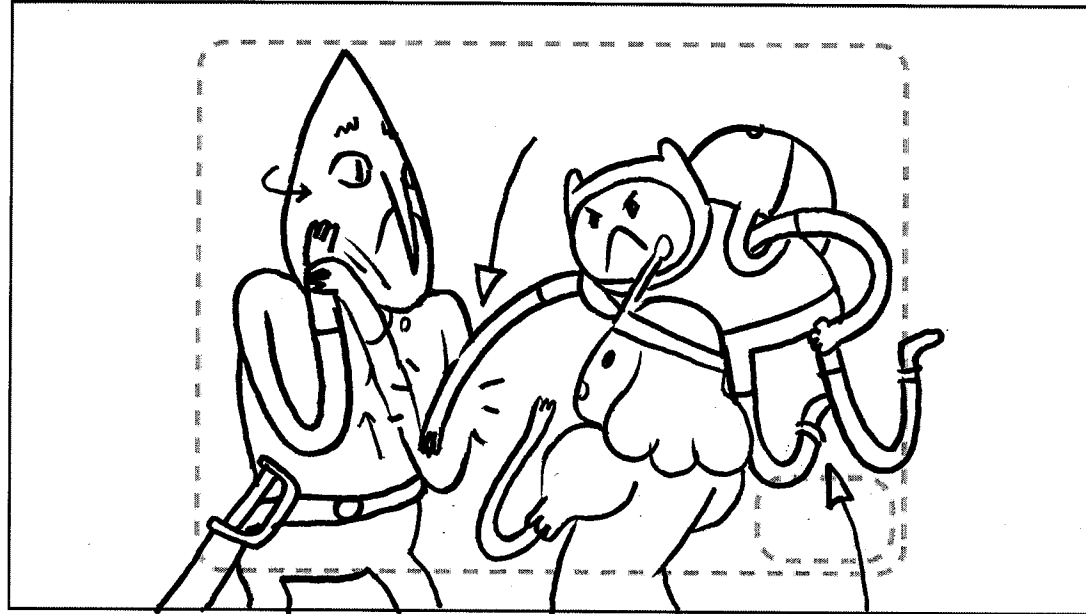
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# ADVENTURE TIME

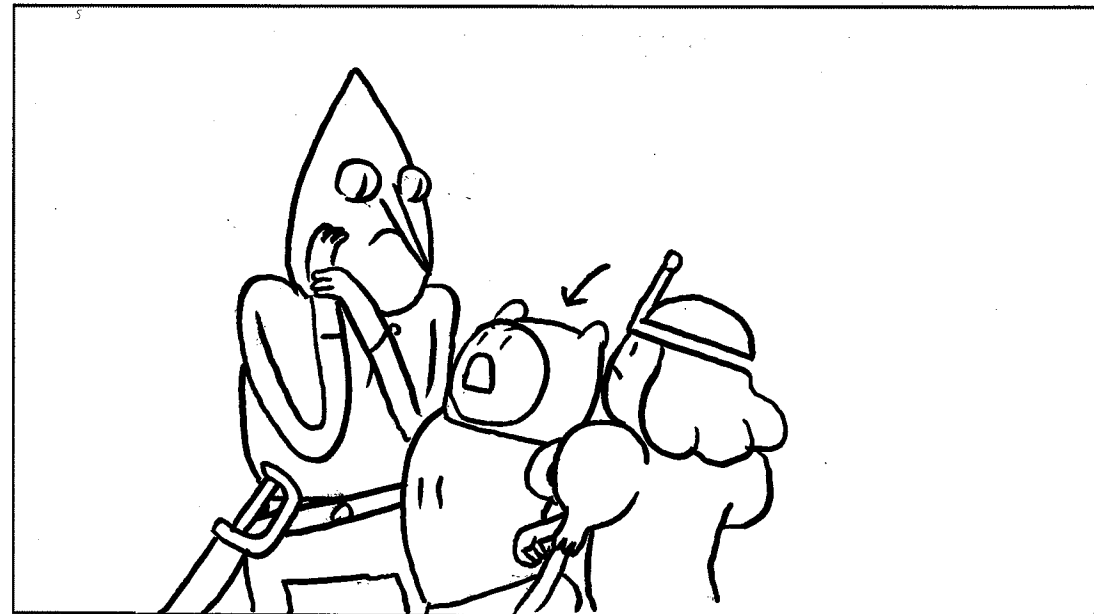


Page 34

Sc. 27 Pnl. E Bg. day night



Sc. 27 Pnl. F Bg. day night



Dialog:

sfx/≡SMACK≡

F/ watch your manners with  
the prince -

Action:

(finn jumps up and smacks  
Lemony Snatch's hand away.)

finn puffs out his chest

Timing:

EPISODE # 100859

Production :

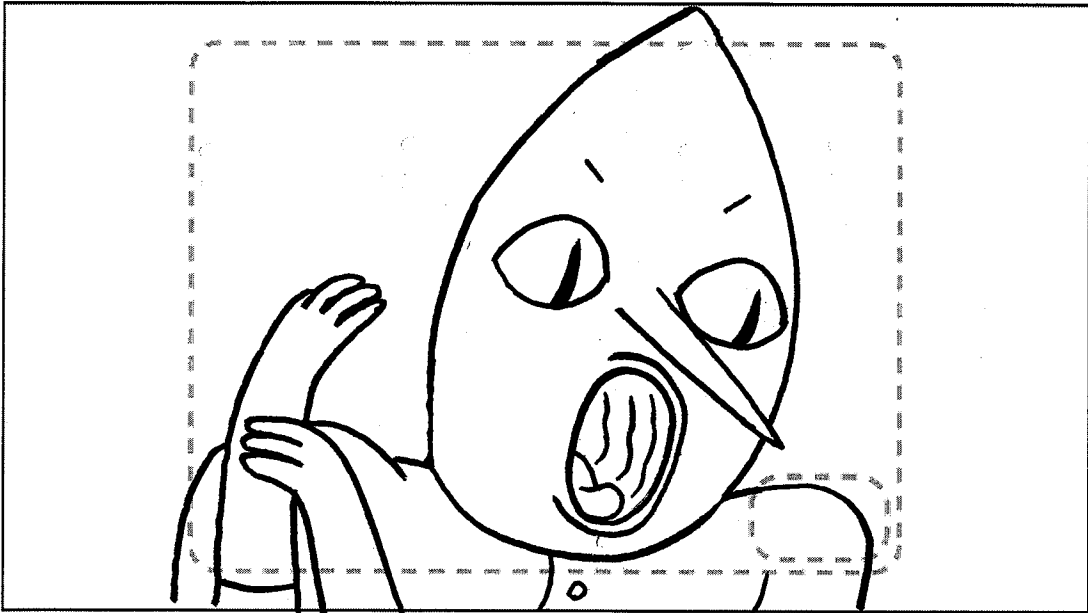


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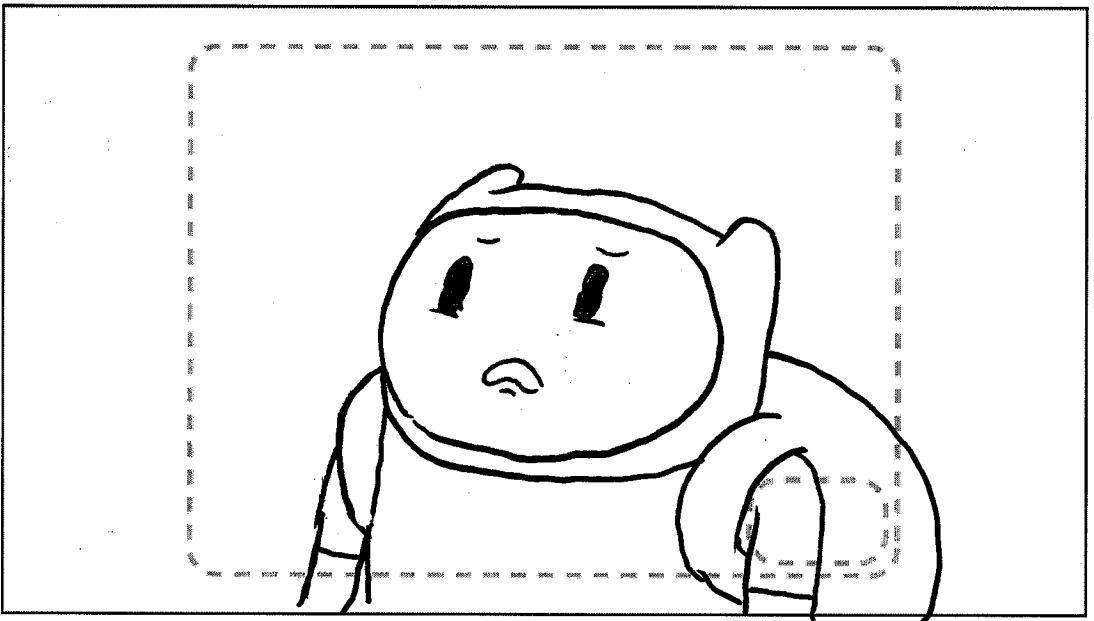
ADVENTURE TIME



Sc. 28 Pnl. A Bg. day night



Sc. 29 Pnl. A Bg. day night



Dialog:	ELS/ H O O O O O —————→ F/ (what the hvhh?)
Action:	
Timing:	

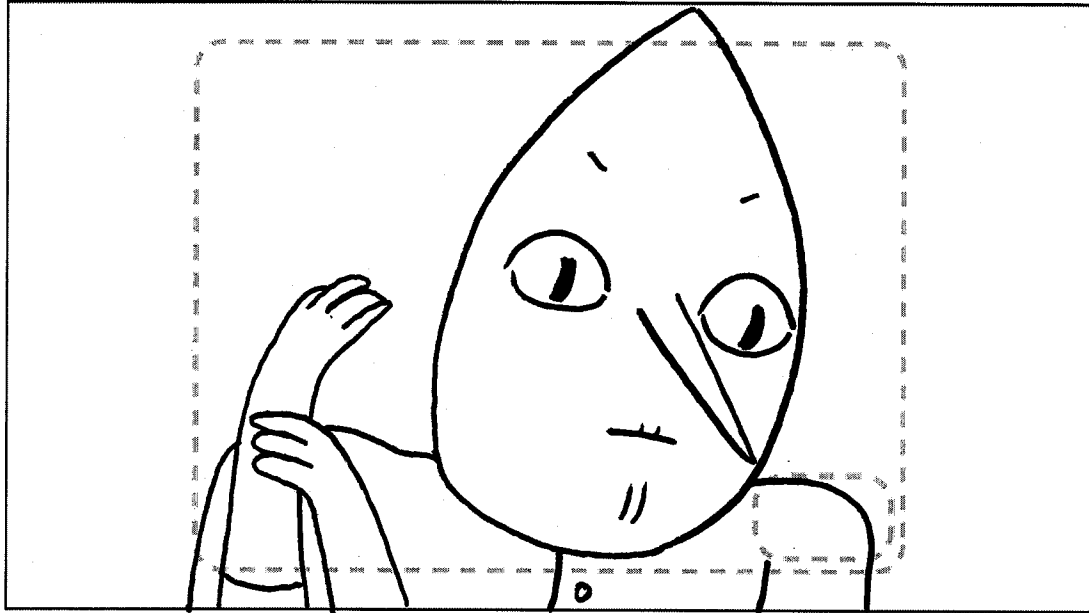
EPISODE # 100859  
Production :

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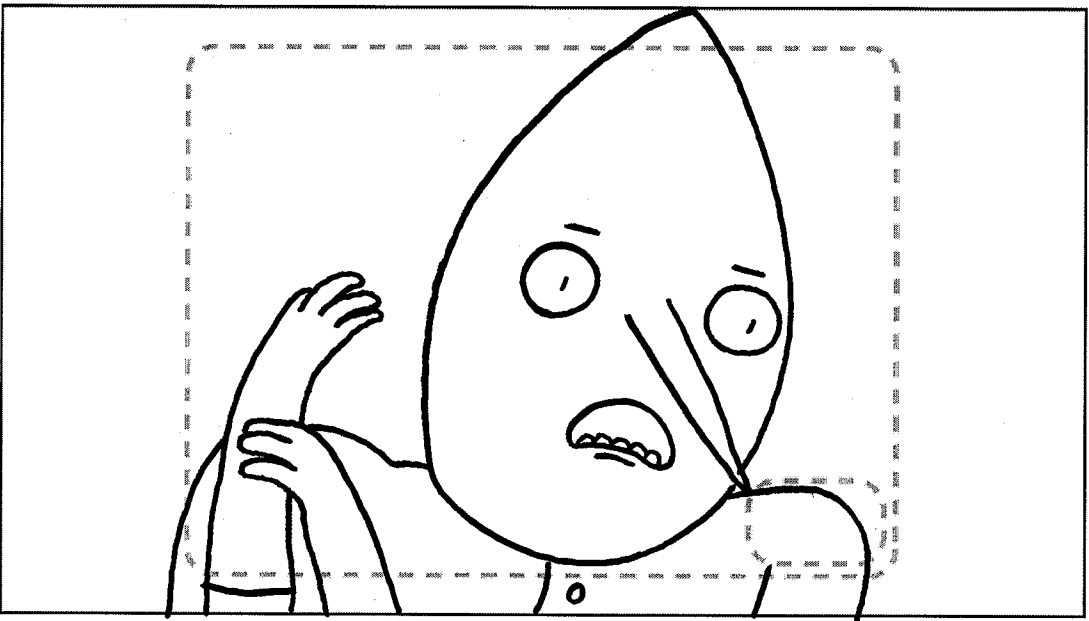
ADVENTURE TIME



Sc. 30 Pnl. A Bg. day night



Sc. 30 Pnl. B Bg. day night



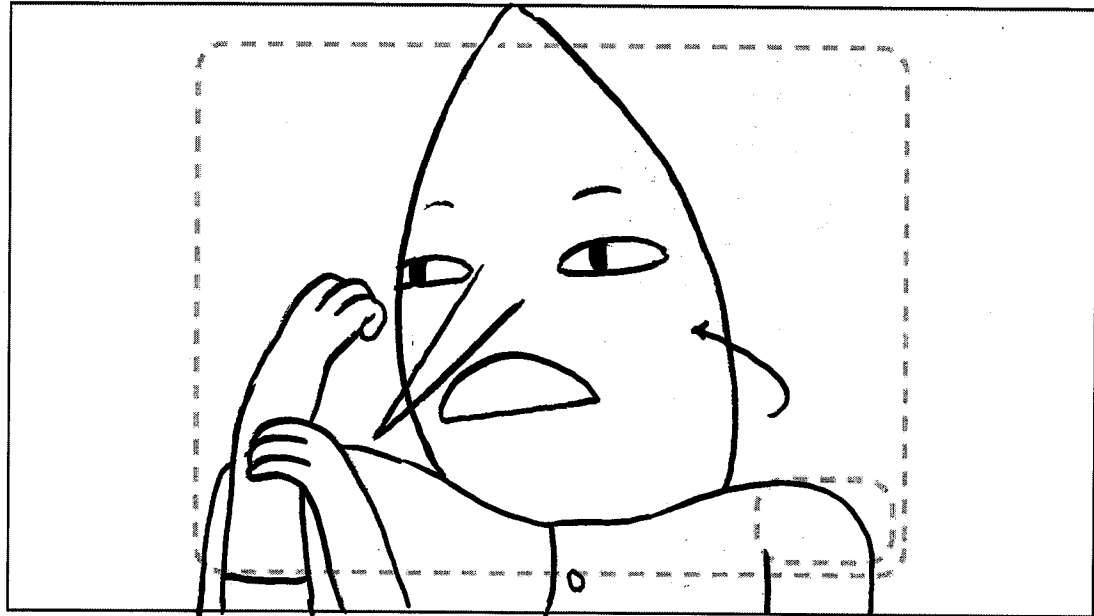
Dialog:	(beat)	ELS / MA !
Action:		
Timing:		

Production : EPISODE # 100859

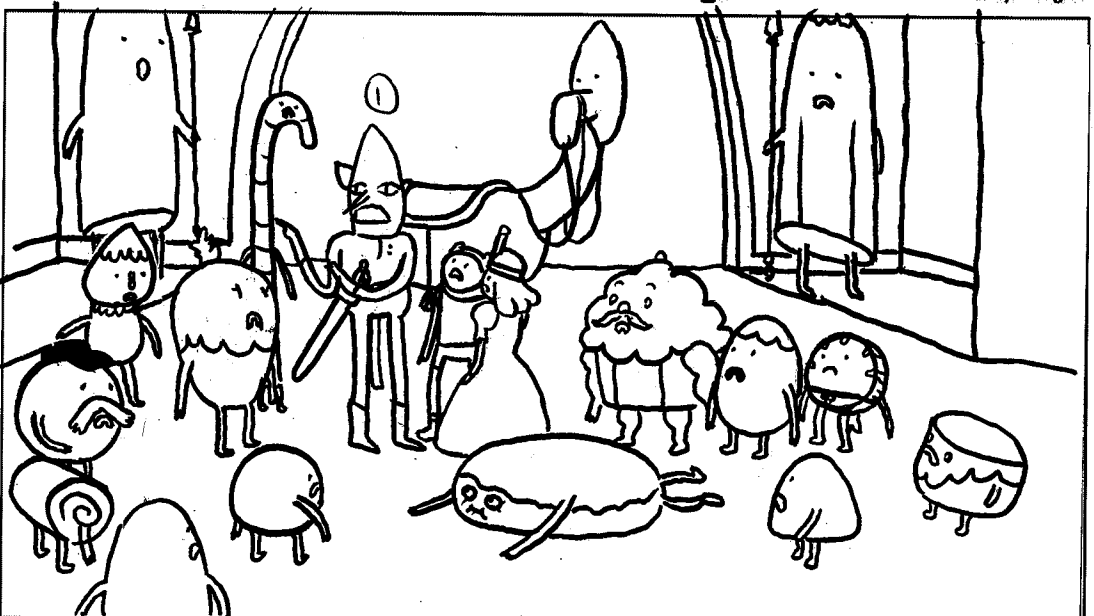
ADVENTURE TIME




Sc. 30 Pnl. C Bg. day night



Sc. 31 Pnl. A Bg. day night



Dialog:	ELS/ I AM next in line to the throne ! → <sup>①</sup> so I will be in charge until Princess Bubblegum <sup>②</sup> turns 18 agw'n!
Action:	
Timing:	

EPISODE # 100859  
Production :

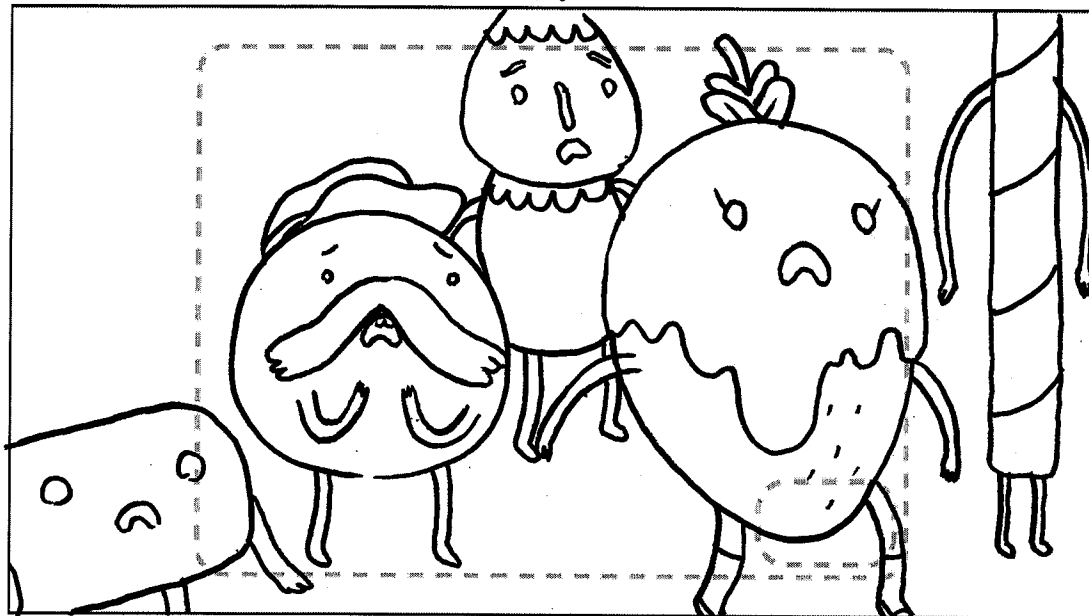
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# ADVENTURE TIME



Page 38

Sc. 32 Pnl. A Bg. day night

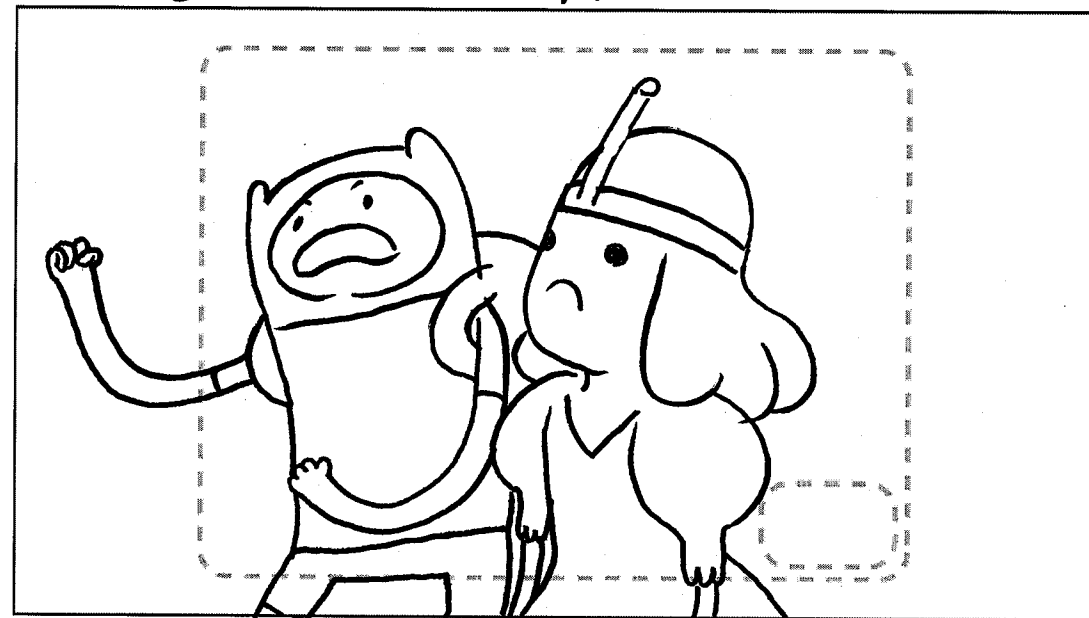


Dialog: candy walla / what?  
It can't be true!  
can he do that?

Action:

Timing:

Sc. 33 Pnl. A Bg. day night



F/O That's bunk! ② right freebos?



EPISODE #  
100859

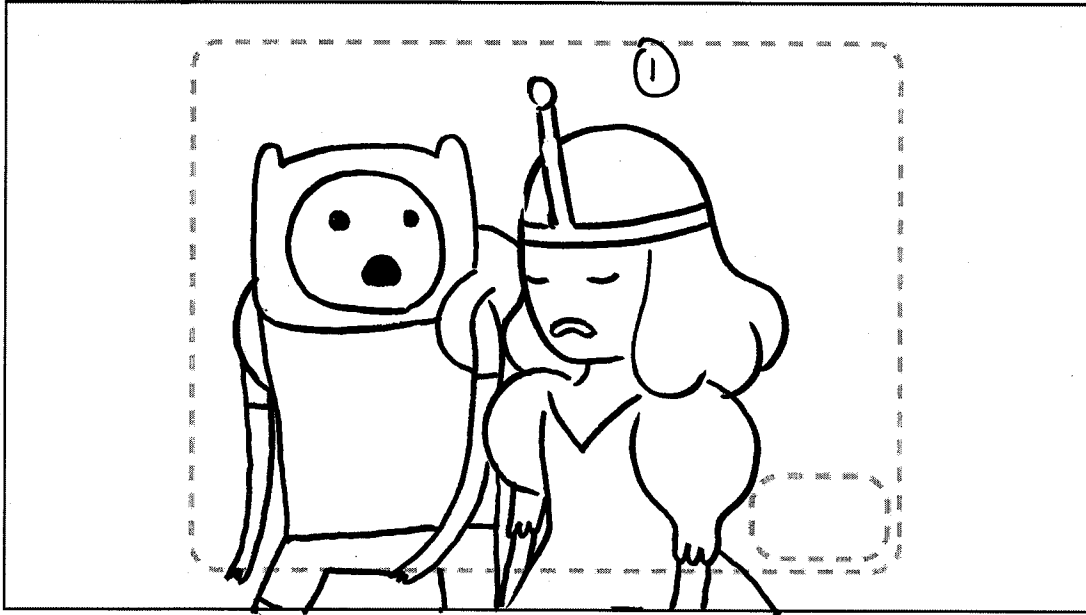
Production :

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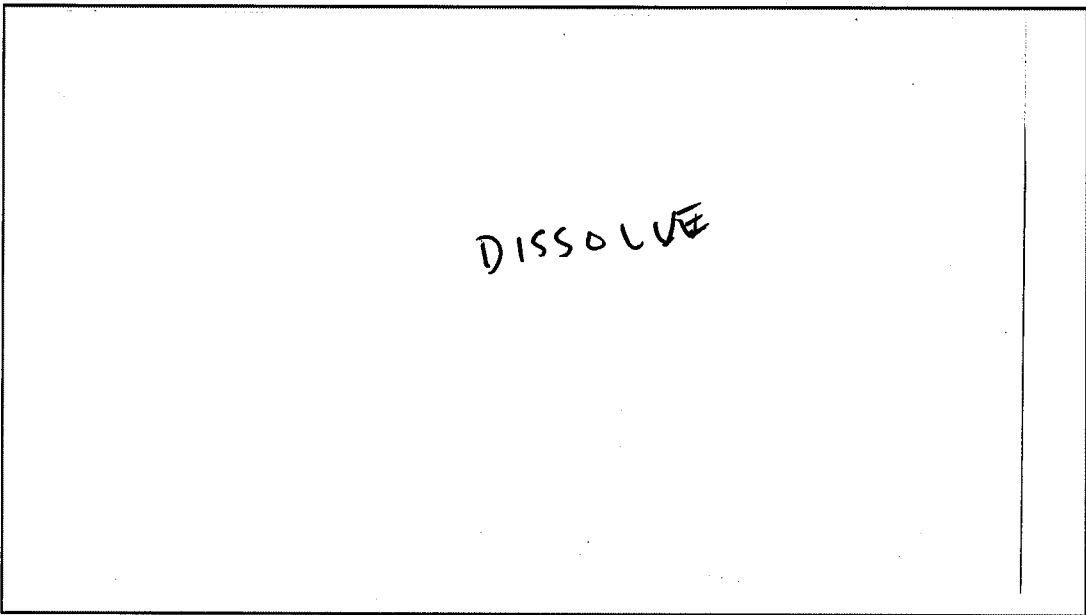
ADVENTURE TIME



Sc. 33 Pnl. B Bg. day night



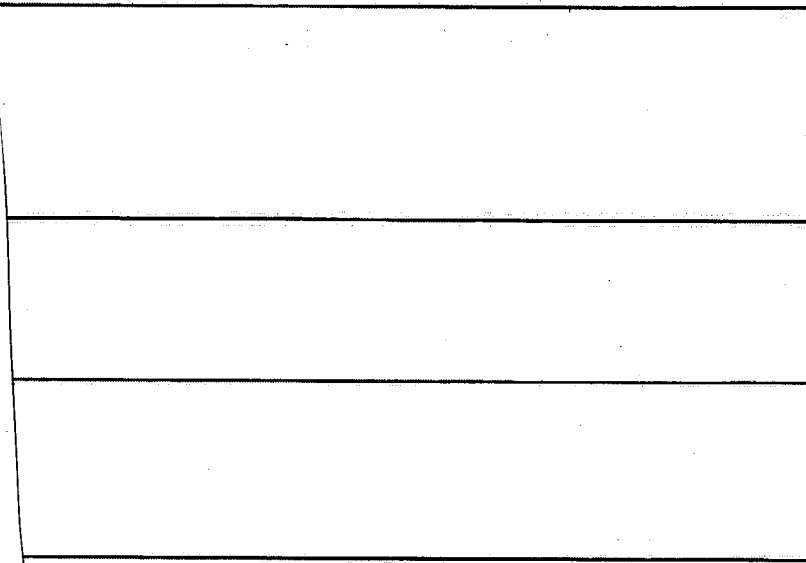
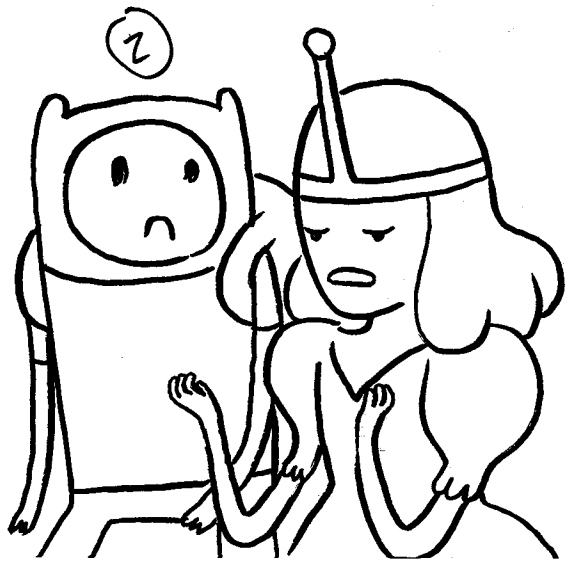
Sc. Pnl. Bg. day night



Dialog: PB ① No. He's right. ② He is  
rightful ruler under  
kingdom Law.

Action: ... it's  
complicated.

Timing:



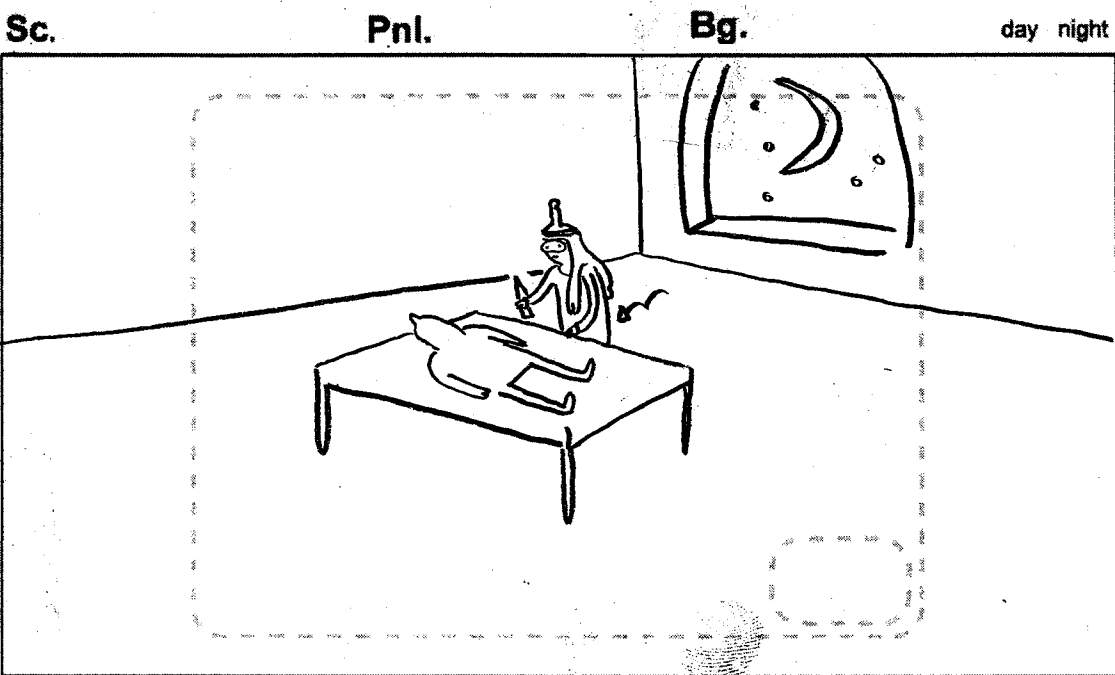
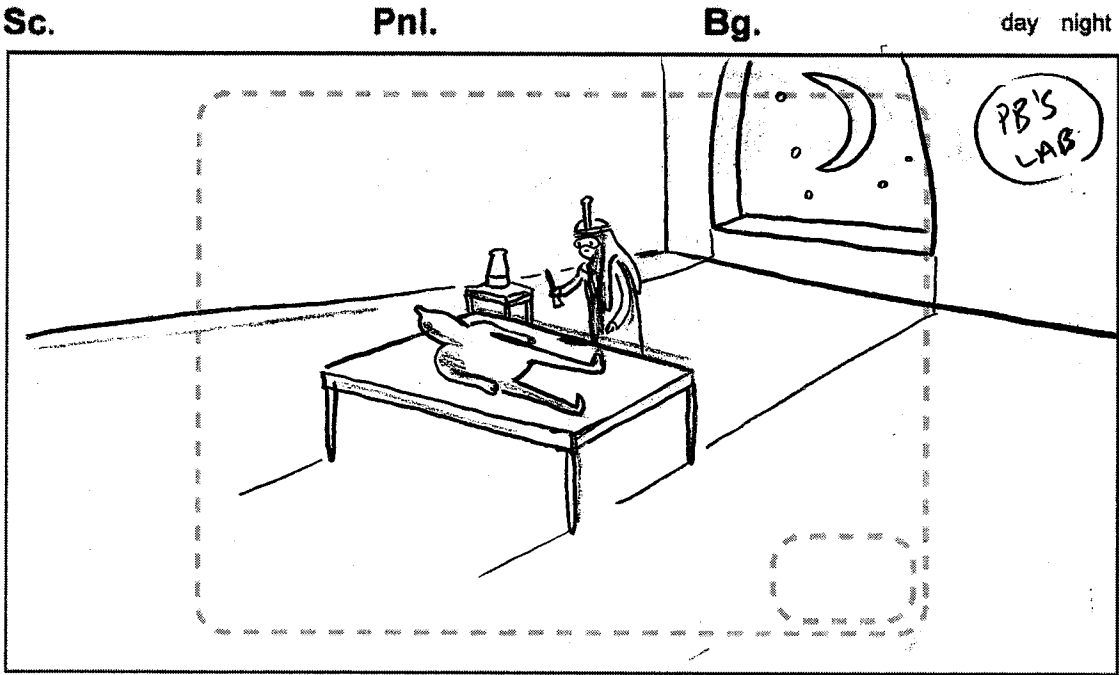
EPISODE # 100859  
Production :

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# ADVENTURE TIME



Page 39A



Dialog:	(P.B.) VO - I DECIDED TO CREATE AN UNCLE FOR MYSELF...
Action:	PRINCESS BUBBLEGUM TAKES A FEW STEPS OVER TO TABLE
Timing:	

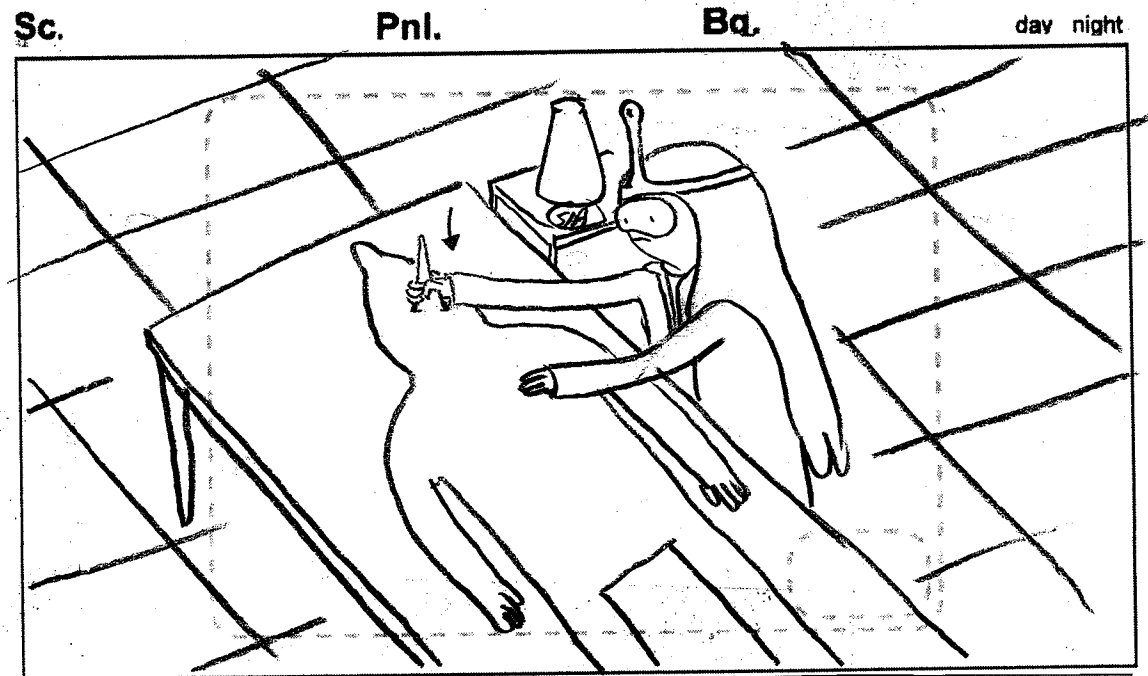
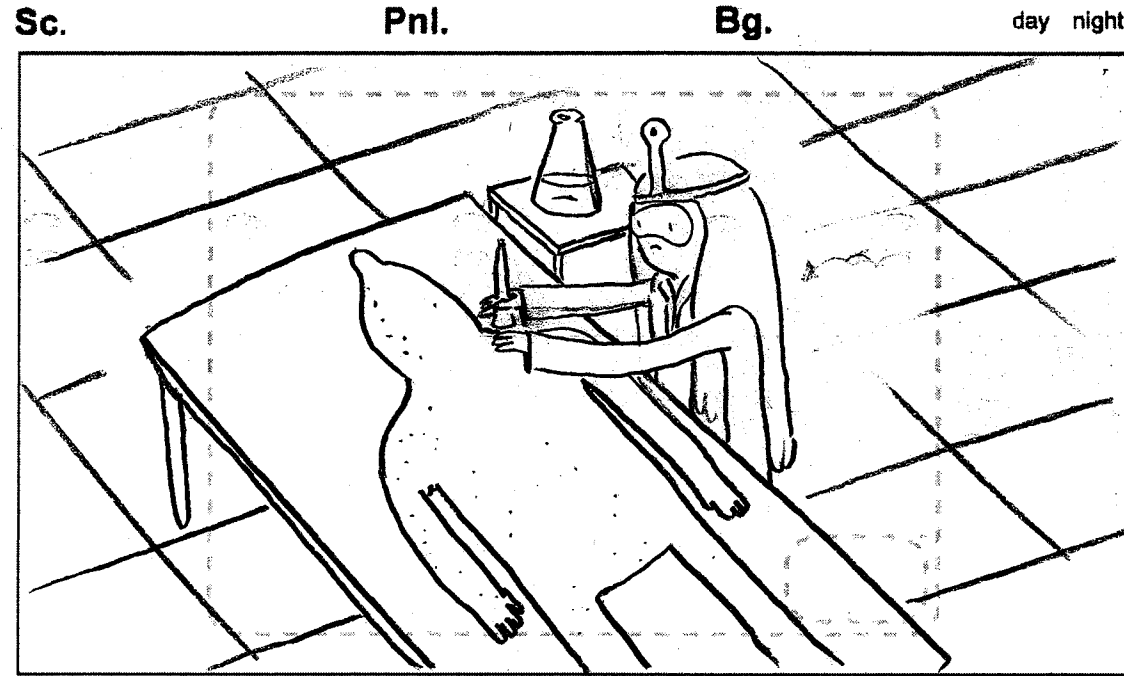
EPISODE # 100859  
Production :

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# ADVENTURE TIME



Page 31B



Dialog:	<p>... but, he didn't turn out how I planned...</p>	
Action:		<p>PRINLESS PUSHES NOSE INTO FACE.</p>
Timing:		

EPISODE # 100859

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	But... I planned...
Action:	PB TURNS AND GRABS BEAKER
Timing:	

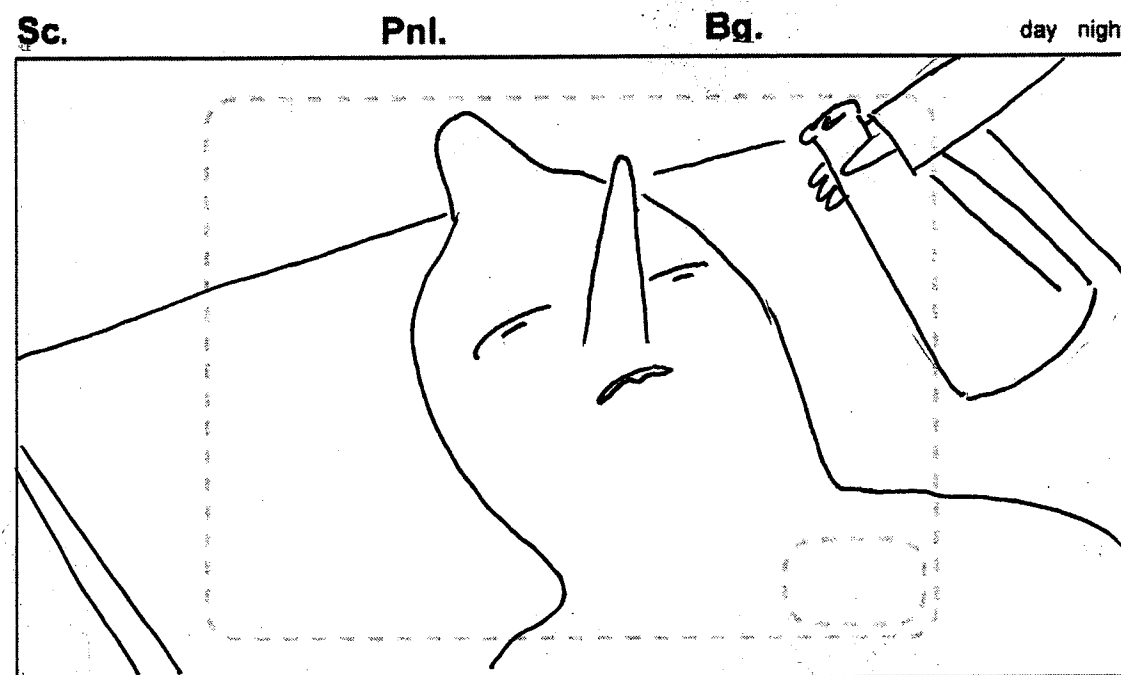
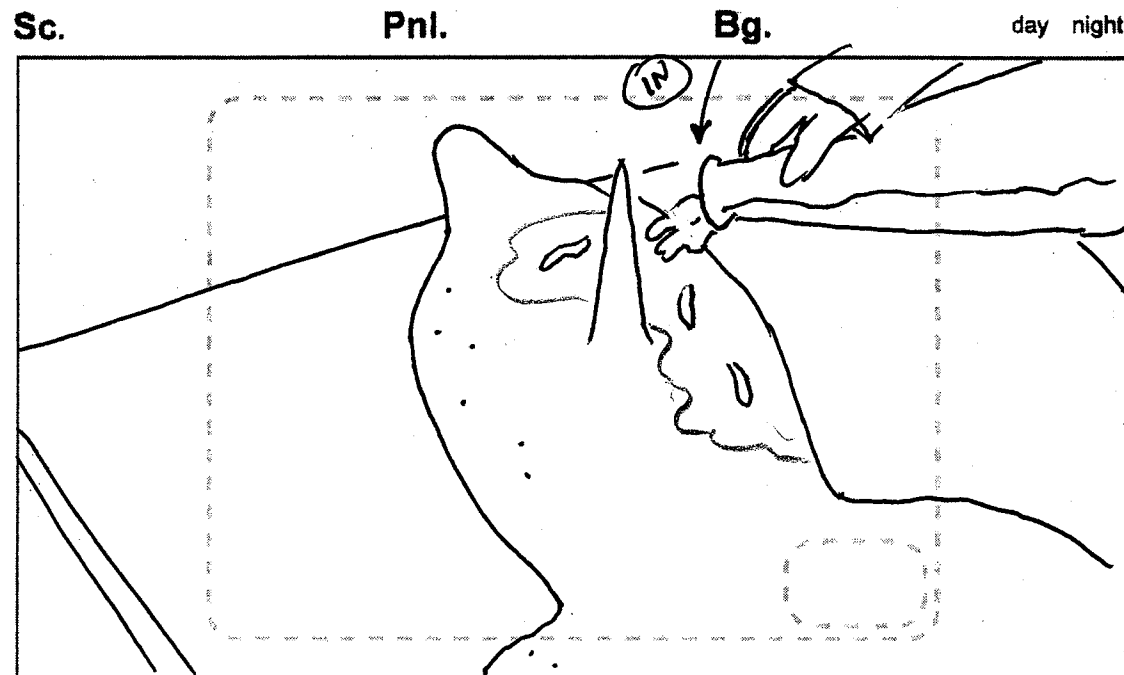
EPISODE # 100859  
Production :



# ADVENTURE TIME



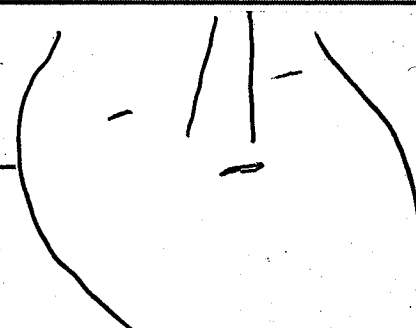
Page 39D



Dialog:

SFX: (SIZZLE)

Action:



EYES AND MOUTH START TO FORM.

Timing:

EPISODE # 100859

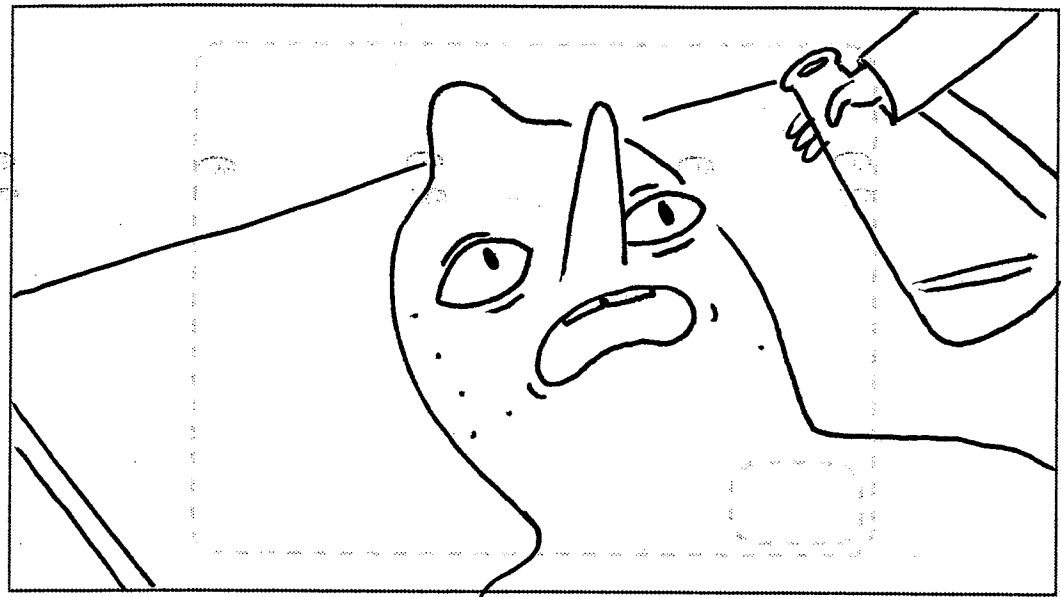
Production :

ADVENTURE TIME

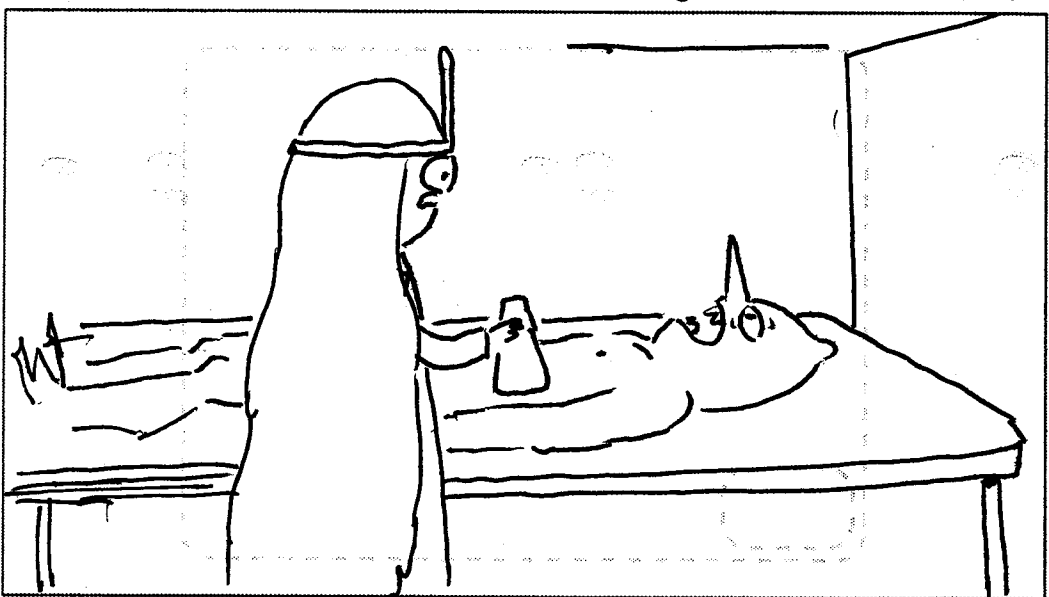


Page 39E

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:	NYAAAAA AAAA AH!	NYAAAA HHH !!
Action:	LEMONSNATCH'S EYES AND MOUTH POP OPEN.	
Timing:		

EPISODE # 100859  
Production :

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ADVENTURE TIME



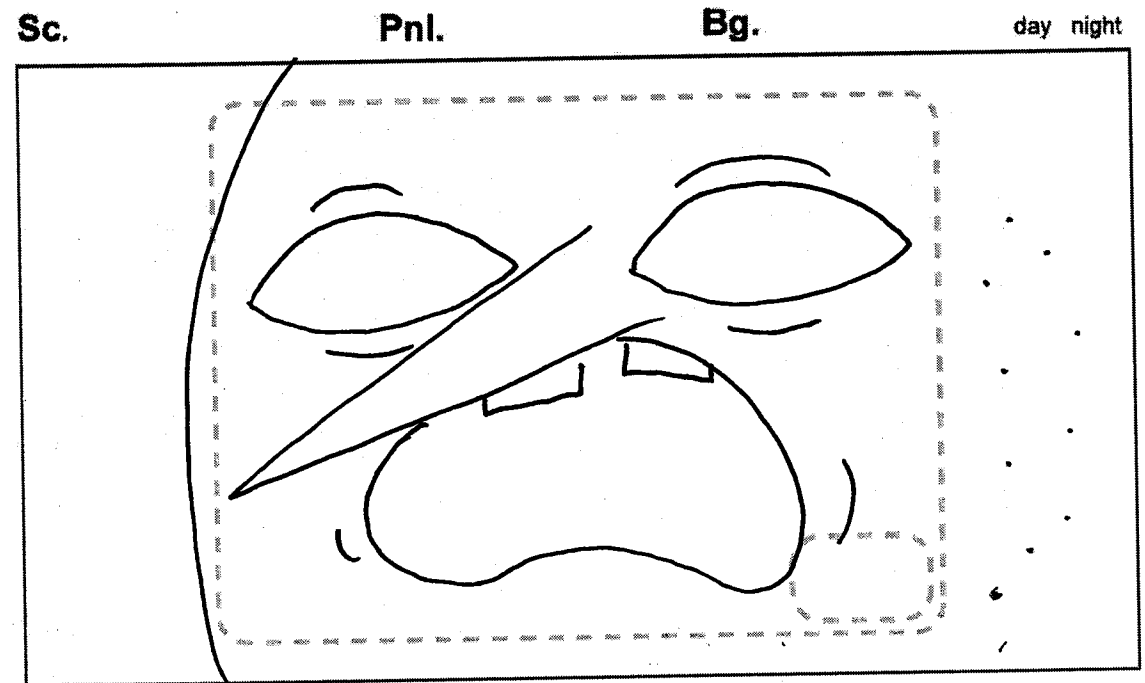
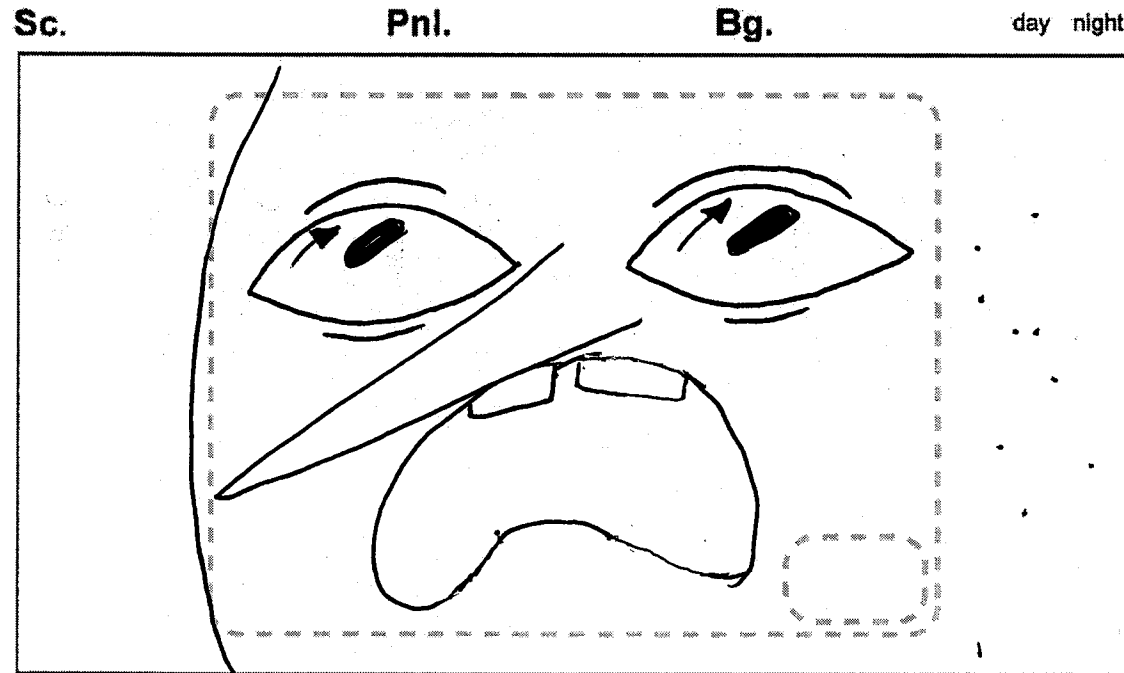
Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	NYAHHHAH !	P.B.	GASP
Action:	LEMON SNATCH POPS UP SCREAMING AND FLAPPING HIS ARMS AT PRINCESS BUBBLEGUM.		
Timing:			

# ADVENTURE TIME



Page 396



Dialog:	<p>(L.S.)</p> <p>(ALT.)</p>	<p>NY Y Y Y A A A A A A A A A H H H !!!</p>
Action:	<p>LEMONSNATCHE'S EYES SLOWLY ROLL BACK INTO HIS HEAD.</p>	
Timin		

100859

EPISODE #

Production :

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# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

DISSOLVE

Dialog:

P.B. : GASP

Action:

Timing:

EPISODE # 100859

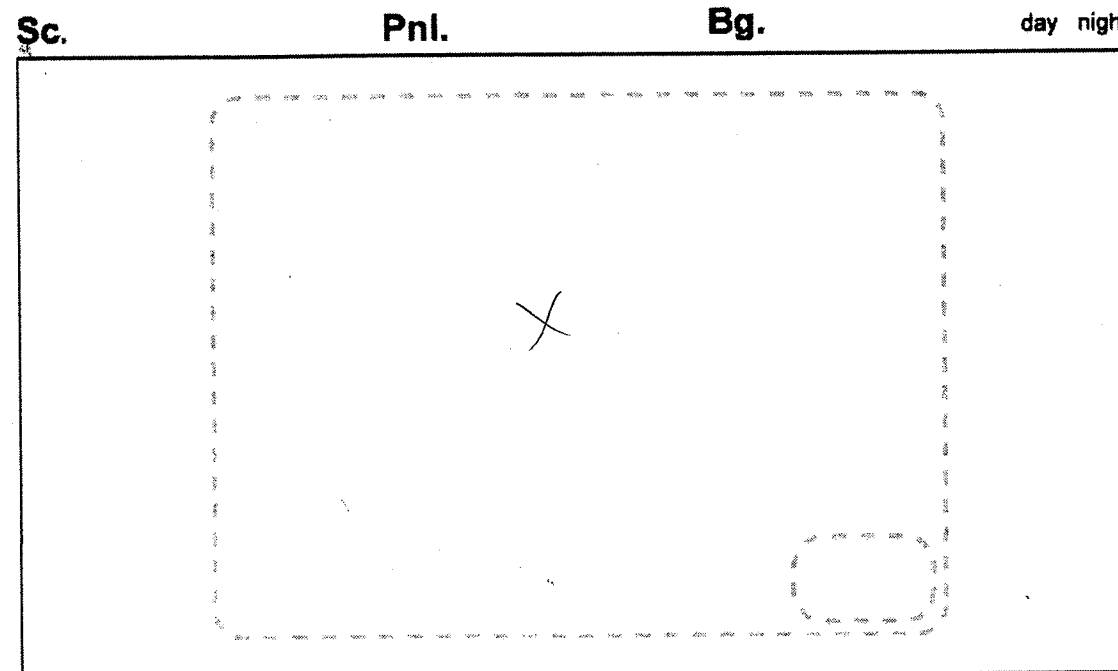
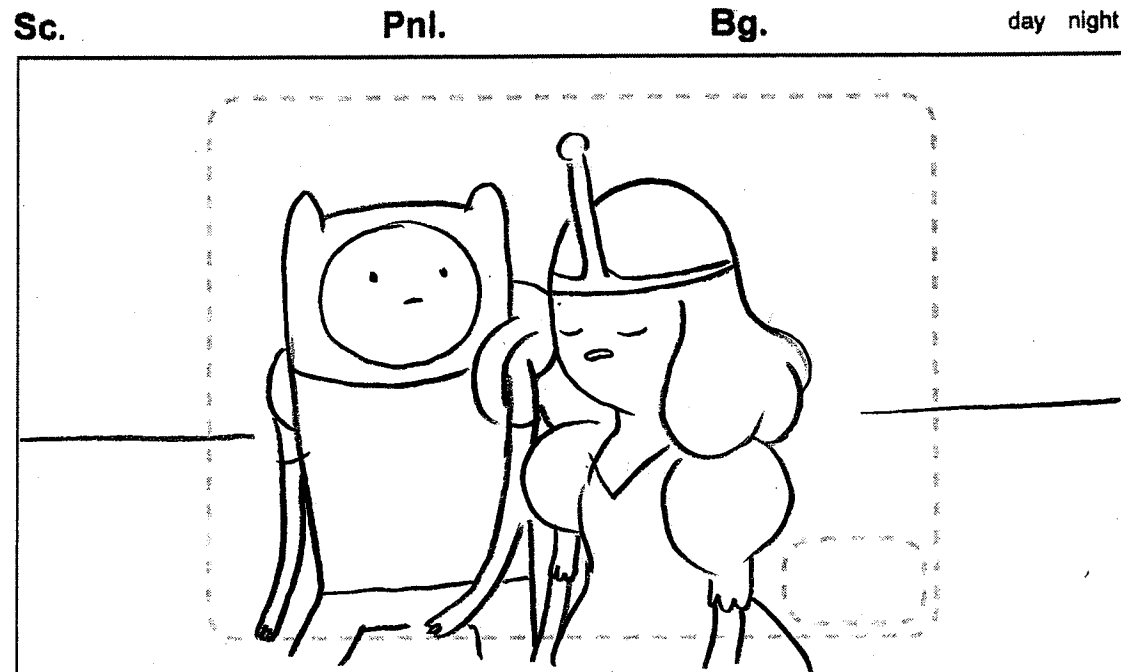
Production :

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# ADVENTURE TIME



Page 39 I



Dialog:

P.B.

... and now that I'm younger than him..  
he holds right to posses the throne.

Action:

Timing:

EPISODE # 100859

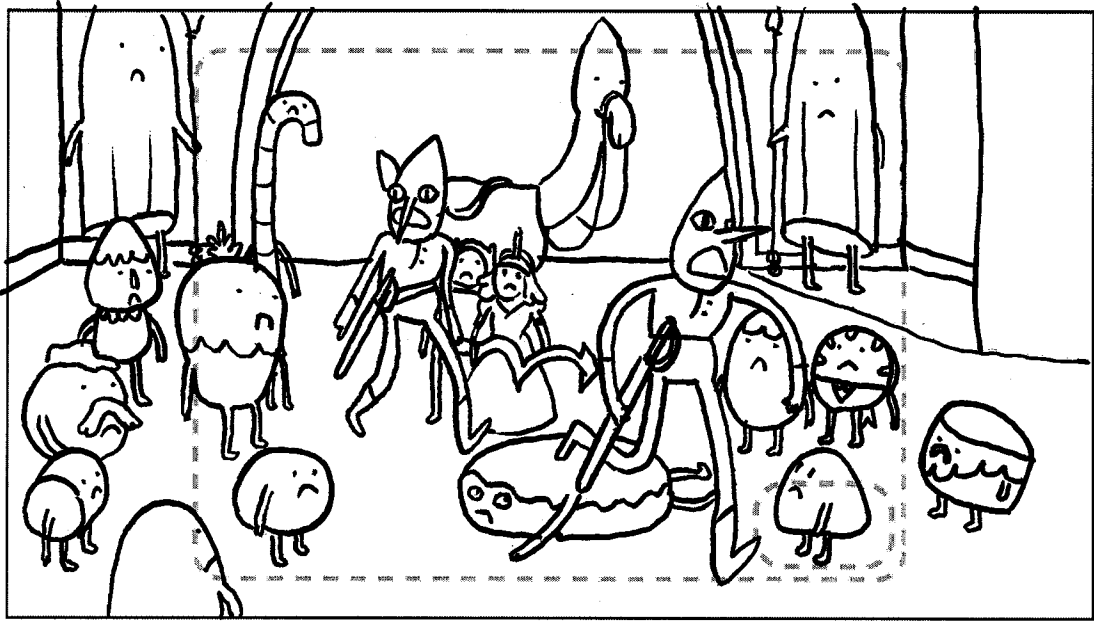
Production :

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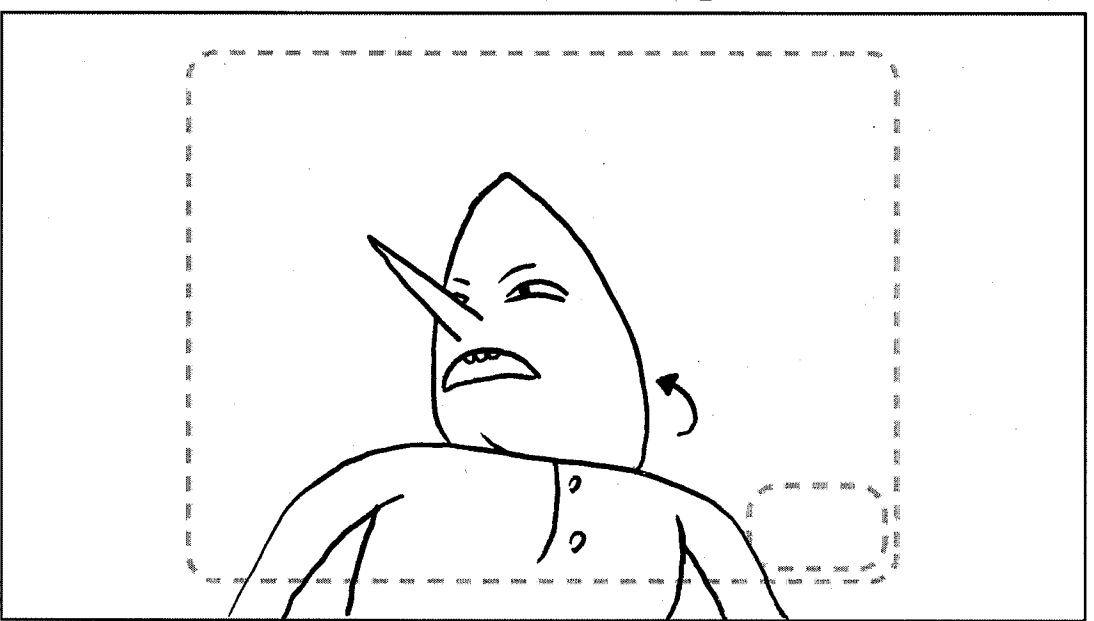
ADVENTURE TIME



Sc. 34 Pnl. A Bg. day night



Sc. 35 Pnl. A Bg. day night



Dialog: ELS ① Anyone who disagrees  
② or disobeys → will be thrown in the dungeon

Action:

Timing:

EPISODE # 100859  
Production :

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# ADVENTURE TIME



Sc.

36

Pnl.

A

Bg.

day night

Sc.

37

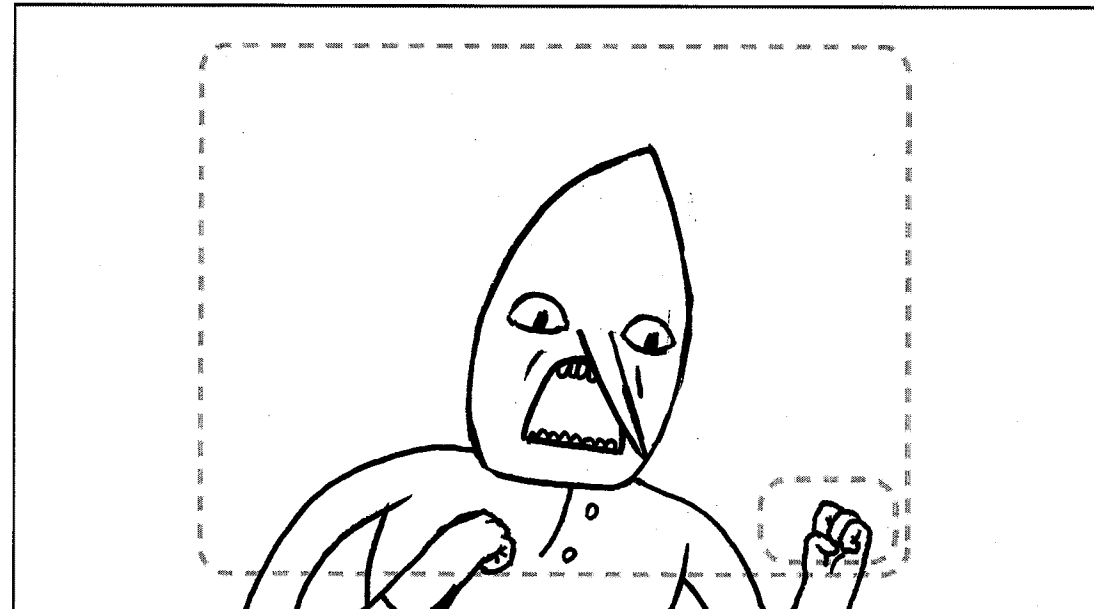
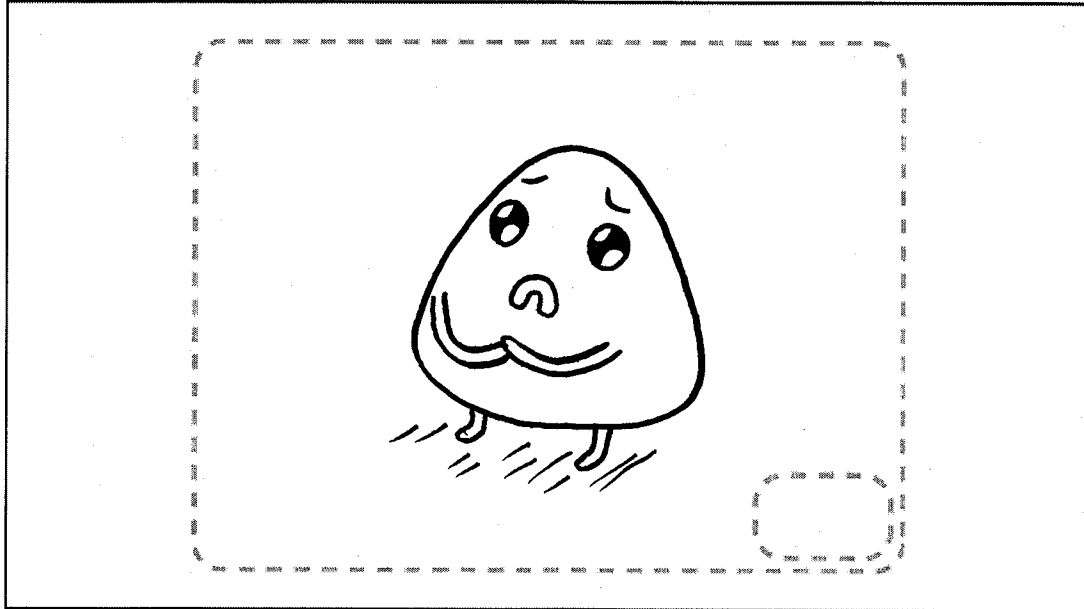
Pnl.

A

Bg.

Page 41

day night



Dialog:

Gumdrop / The Royal dungeon?

ELS / 32 days in the dungeon for you !

Action:

Timing:

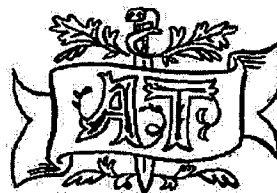
EPISODE # 100859

Production :



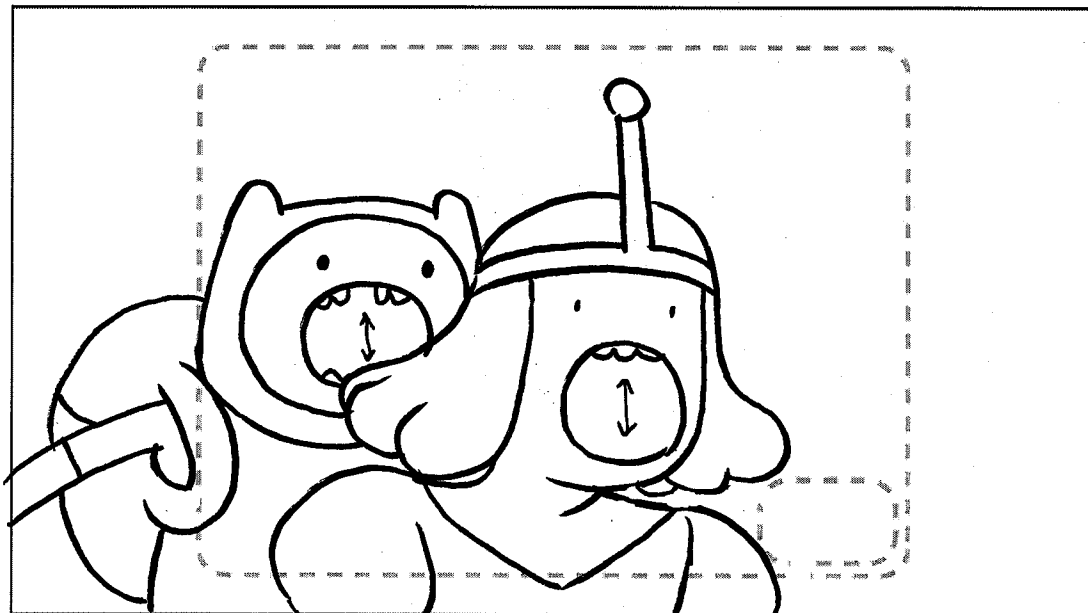
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# ADVENTURE TIME

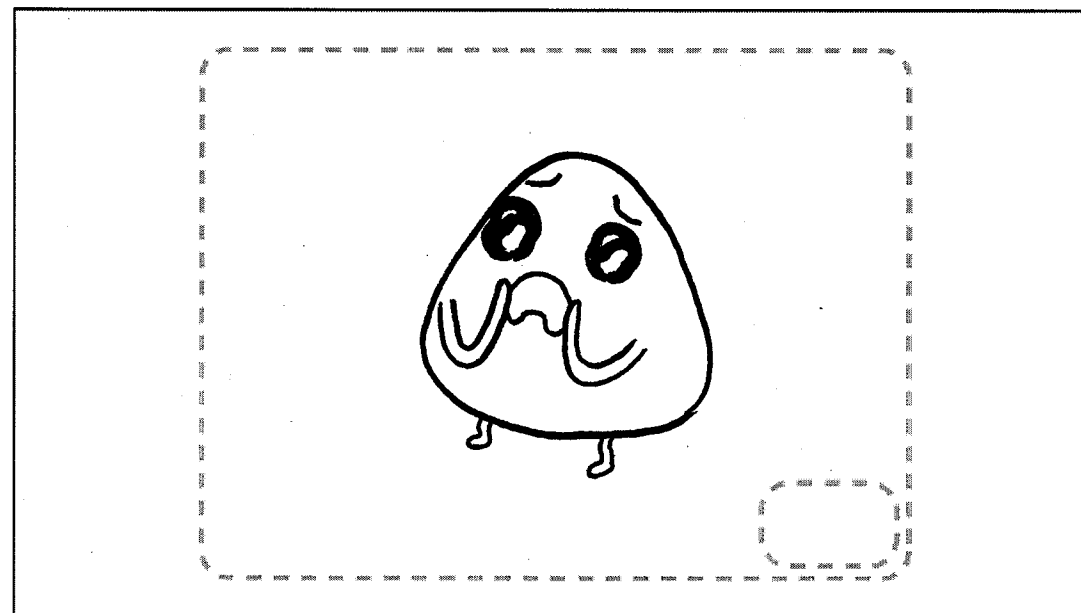


Page 48

Sc. 38 Pnl. A Bg. day night



Sc. 39 Pnl. A Bg. day night



Dialog:  
F+PB / WHAA ?!

Gumdrop / Bu - bu - bu - bu ...

Action:

Timing:

100859

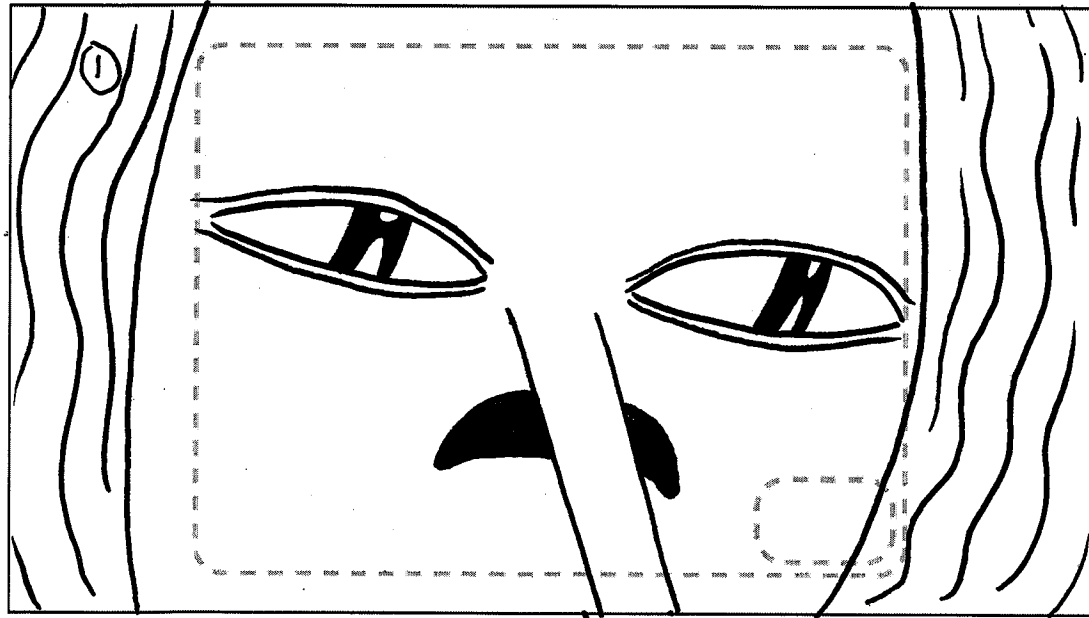
EPISODE #

Production :

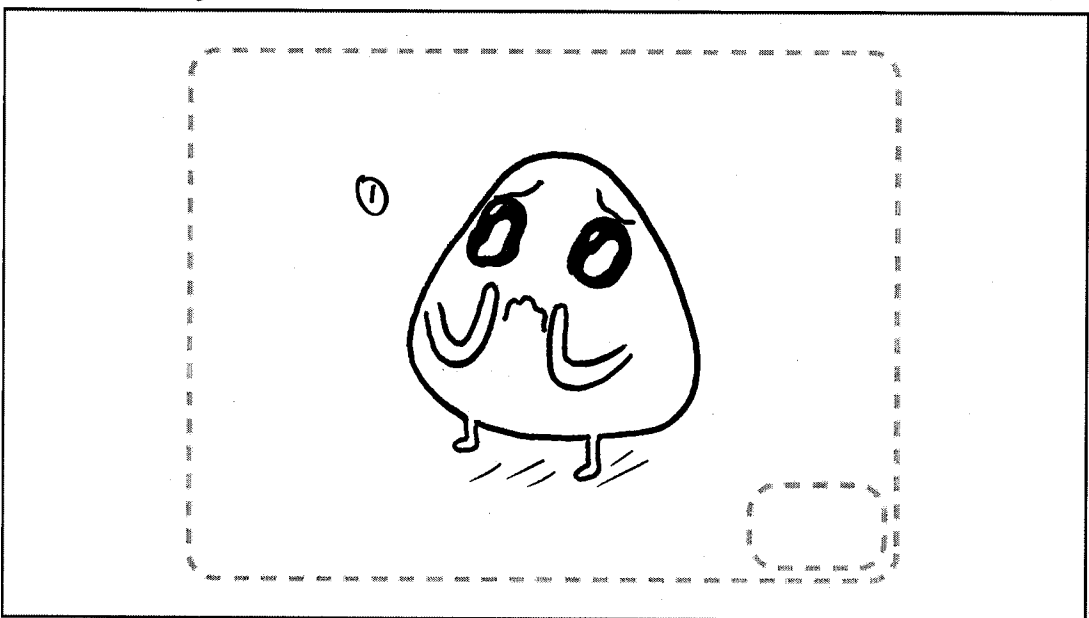
# ADVENTURE TIME



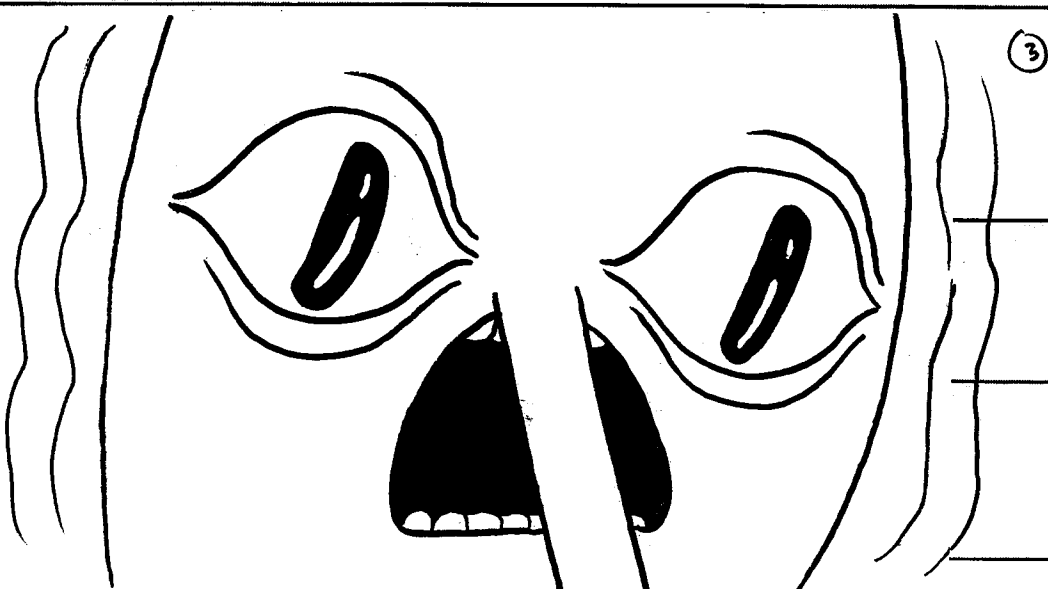
Sc. 40 Pnl. A Bg. day night



Sc. 41 Pnl. A Bg. day night



Dialog:  
ELS/①DUN-  
②GEON!  
Action:  
Timing:



③ Gumdrop / Goodbye everybody...



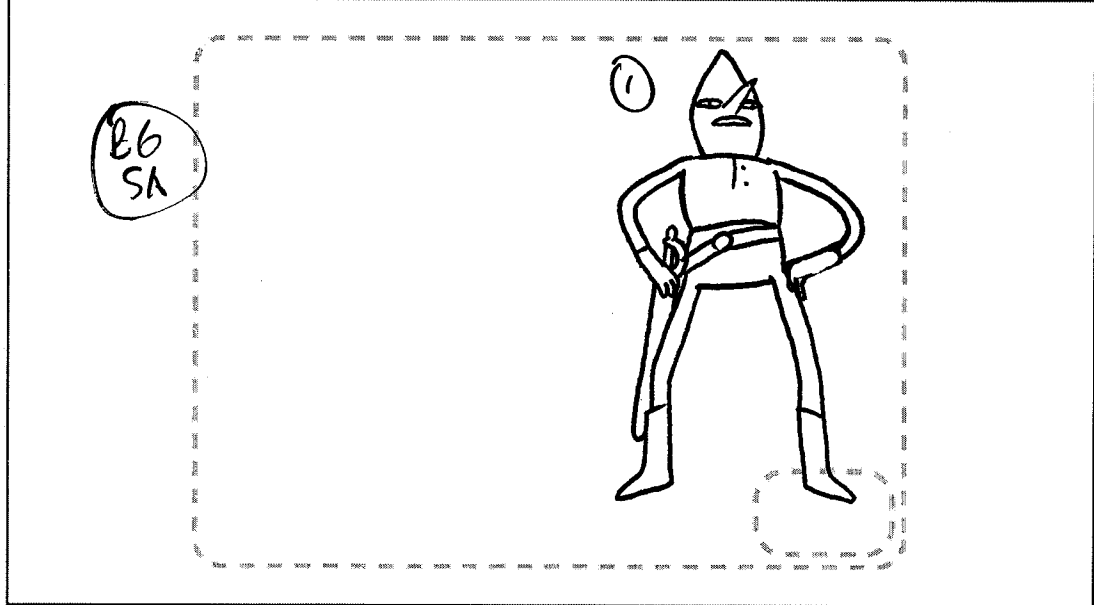
EPISODE #  
100859

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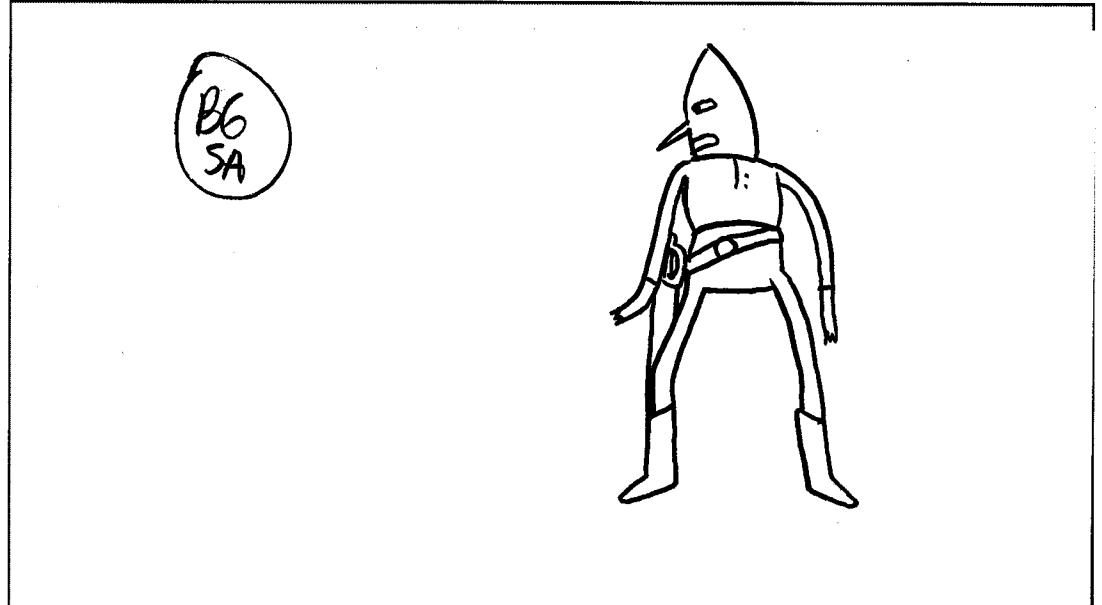
# ADVENTURE TIME



Sc. 47 Pnl. A Bg. day night



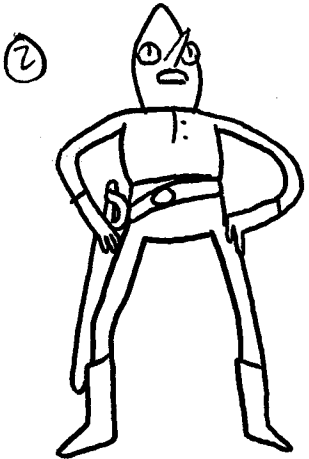
Sc. 47 Pnl. B Bg. day night



Dialog:  
ELS/①I require at least  
1 full REM cycle  
②a day

Action:

Timing:



ELS/ OK? So don't  
bother me.

EPISODE # 100859

Production :

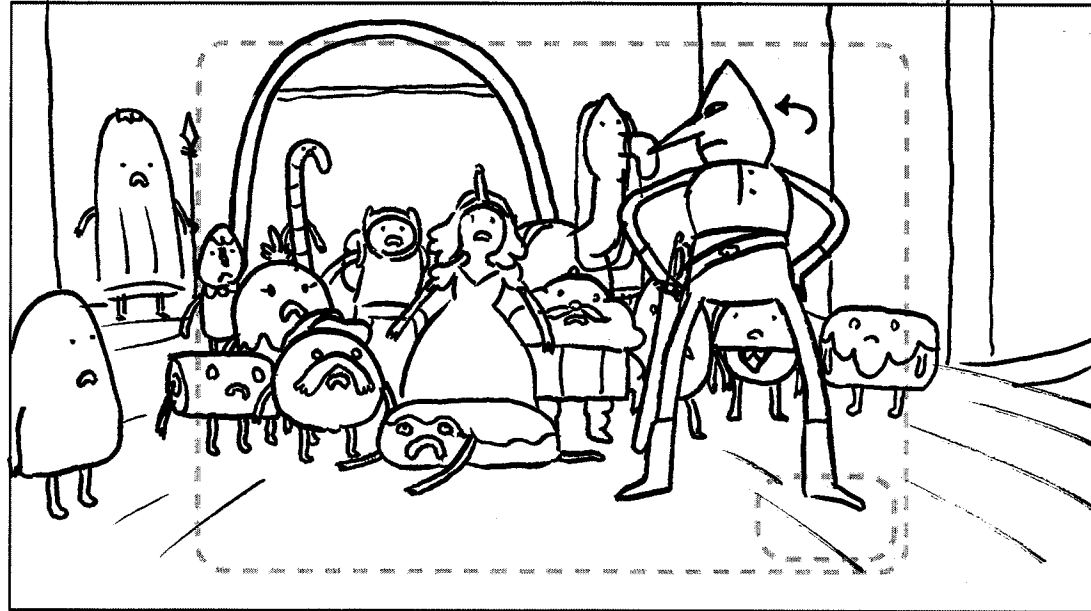
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# ADVENTURE TIME

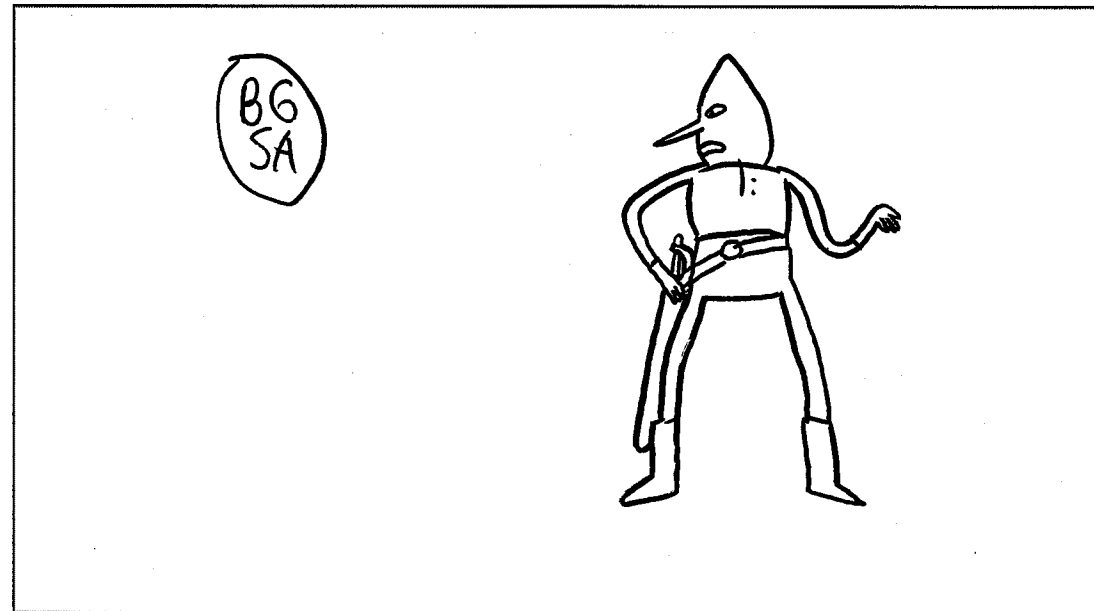


Page 45

Sc. 42 Pnl. C Bg. day night



Sc. 42 Pnl. D Bg. day night



Dialog:

ELS/ If anyone needs me I'll  
be taking a nap.

Action:

Timing:

EPISODE #

Production :

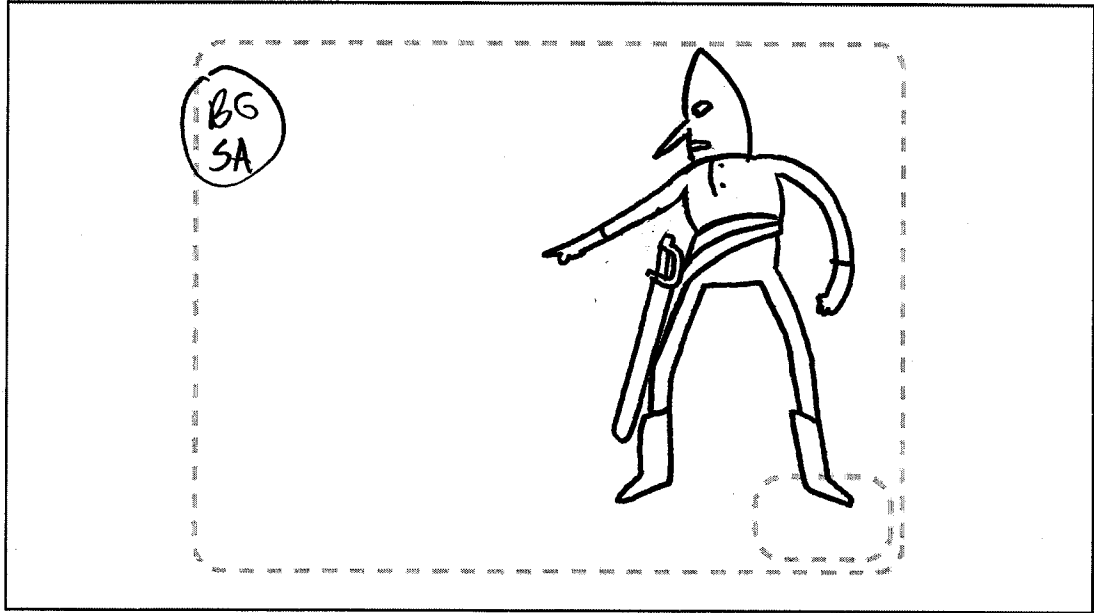
100859

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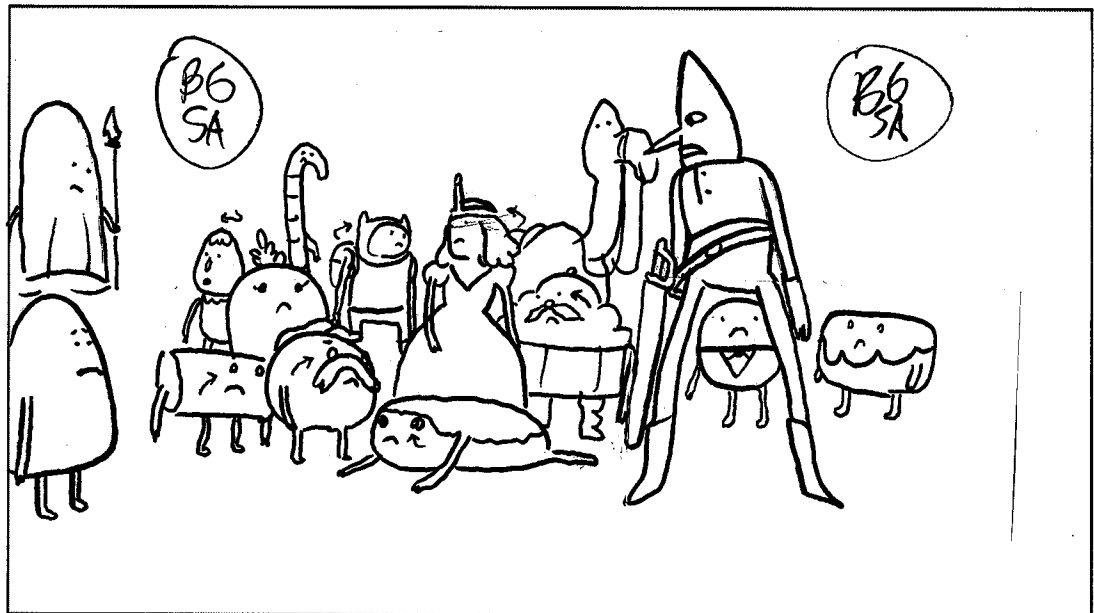
ADVENTURE TIME



Sc. 42 Pnl. E Bg. day night



Sc. 42 Pnl. F Bg. day night



Dialog:	els/ and clean this place up or dungeon.	els/ 3 hours dungeon
Action:	candy people look at each other	
Timing:		

EPISODE # 100859  
Production :



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# ADVENTURE TIME



Page 48

Sc.

45

Pnl.

A

Bg.

day night

Sc.

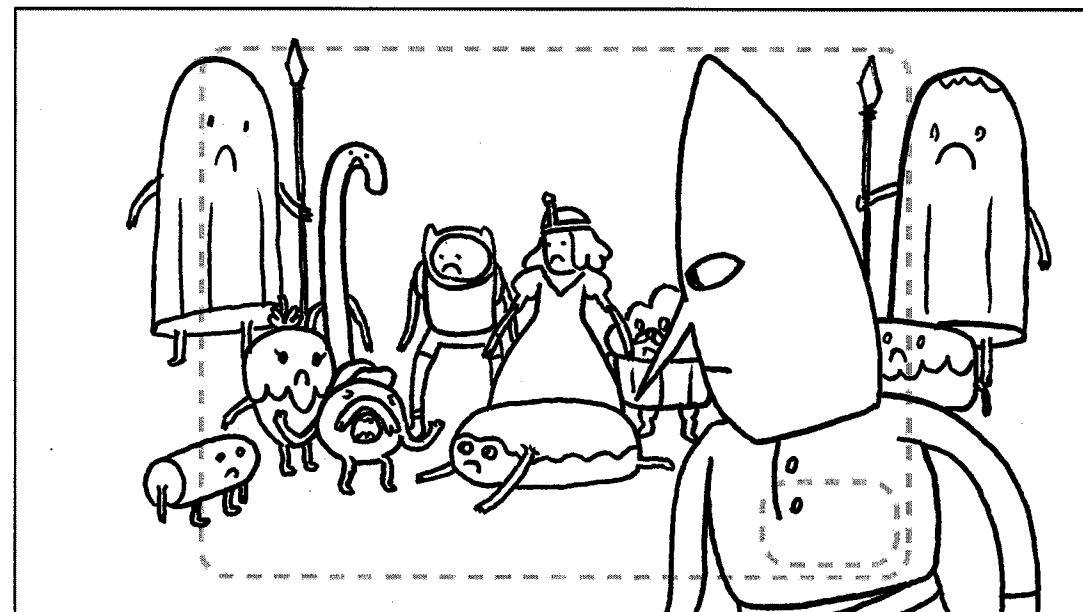
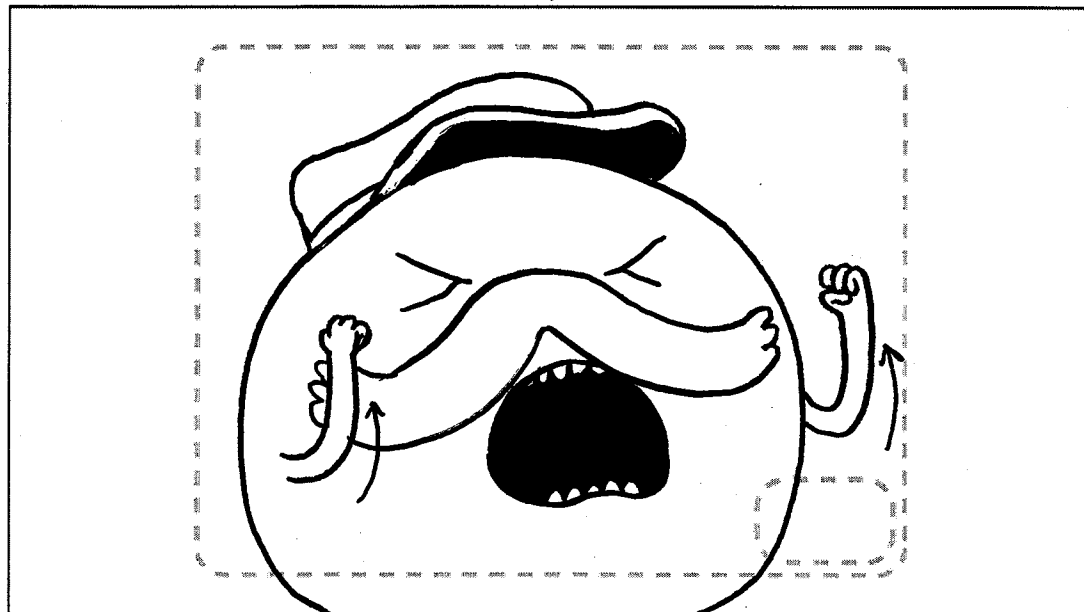
46

Pnl.

A

Bg.

day night



Dialog:

Starchy! DH GLOB NOOO! ————— NOOOO!!

Action:

clenching fists

Timing:

Production :

EPISODE #

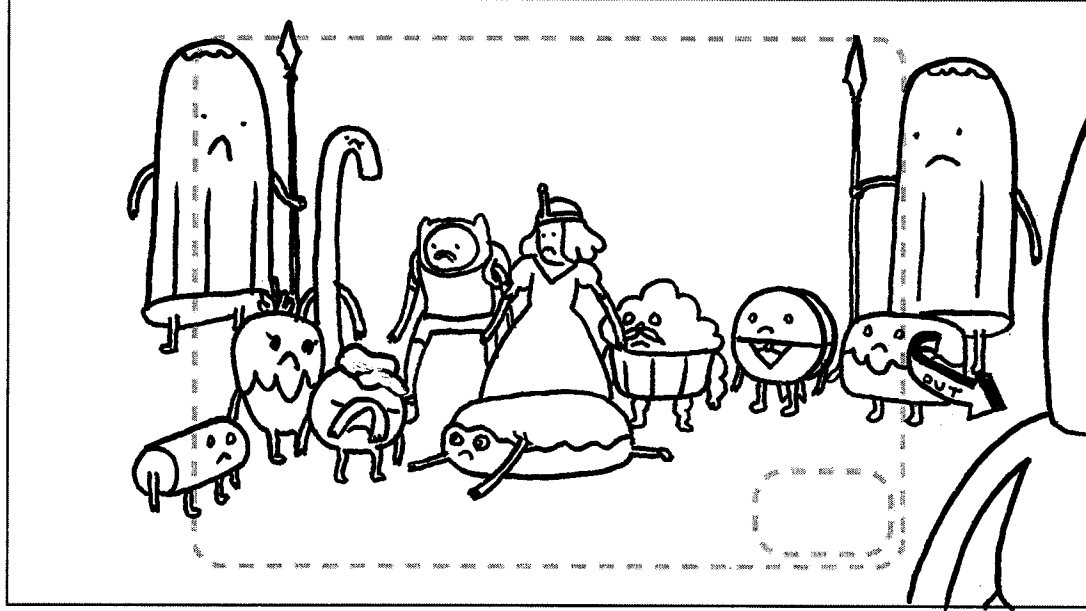
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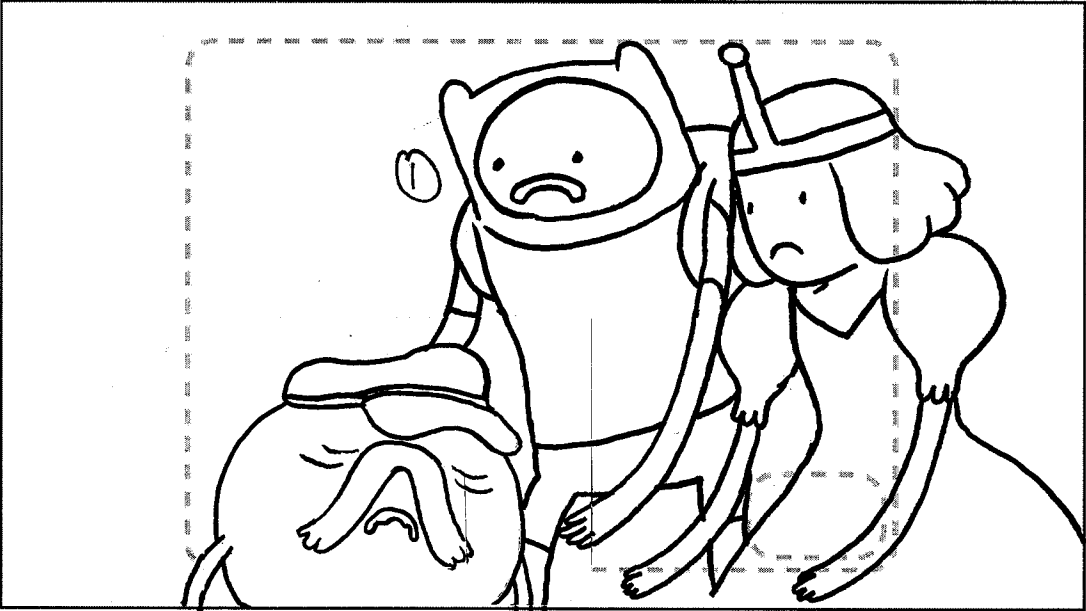
ADVENTURE TIME



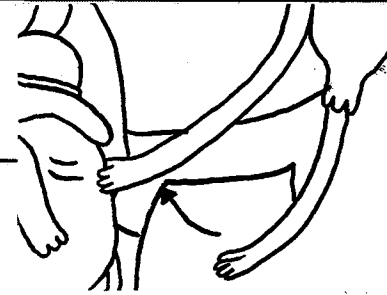
Sc. 46 Pnl. B Bg. day night



Sc. 47 Pnl. A Bg. day night



Dialog:	Finn/①We'll see you in a few hours ②okay Starchy?
Action:	ELS walks out ② Finn touches Starchy
Timing:	



EPISODE # 100859  
Production :

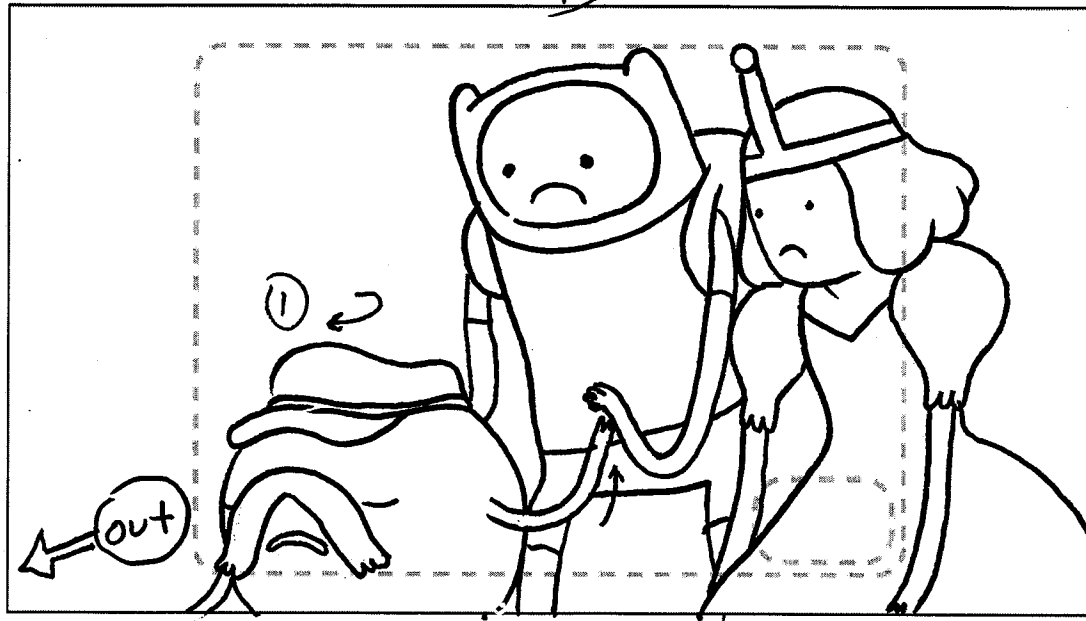


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ADVENTURE TIME



Sc. 47 Pnl. B Bg. day night



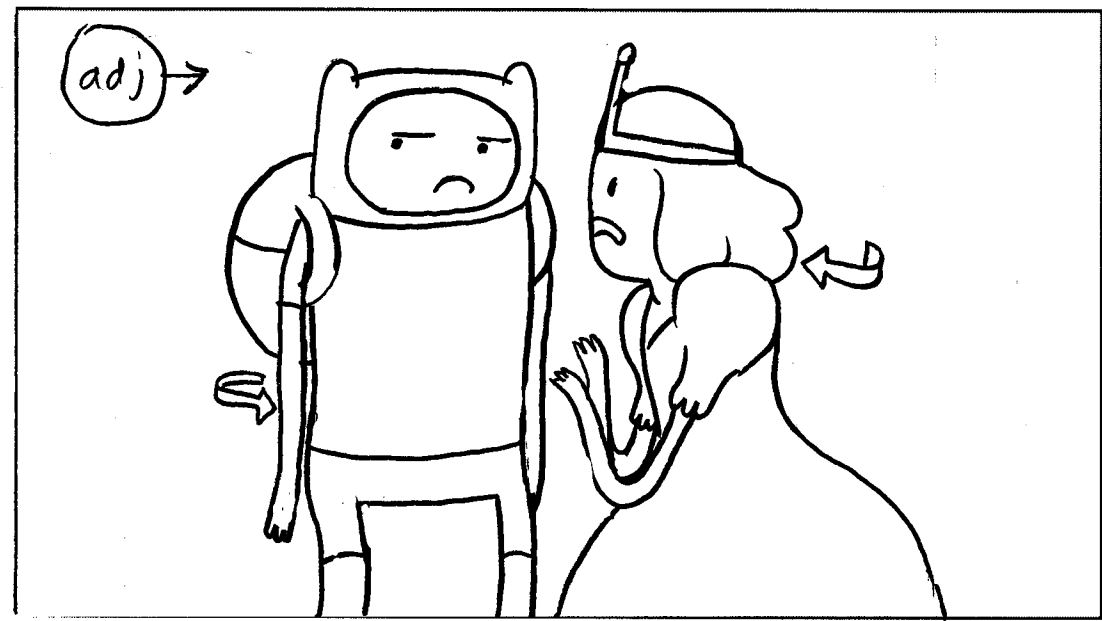
Dialog: Starchy bye right ② If Starchy survives that long

Action:



Timing:

Sc. 47 Pnl. C Bg. day night



princess Bub/ Finn this is dirt balls!

EPISODE # 100859

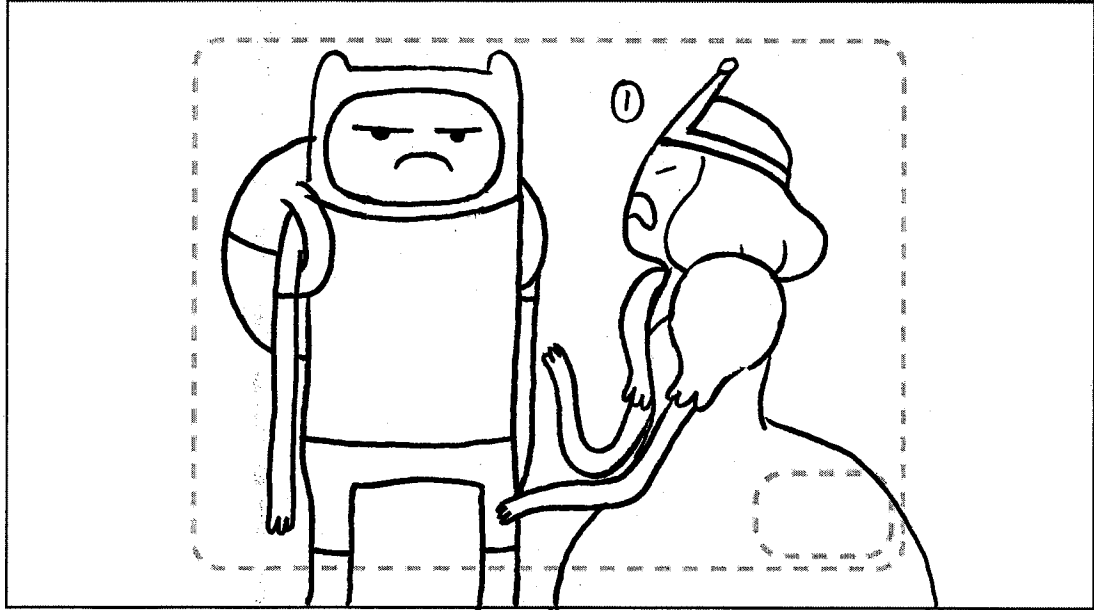
Production :

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ADVENTURE TIME



Sc. 47 Pnl. D Bg. day night



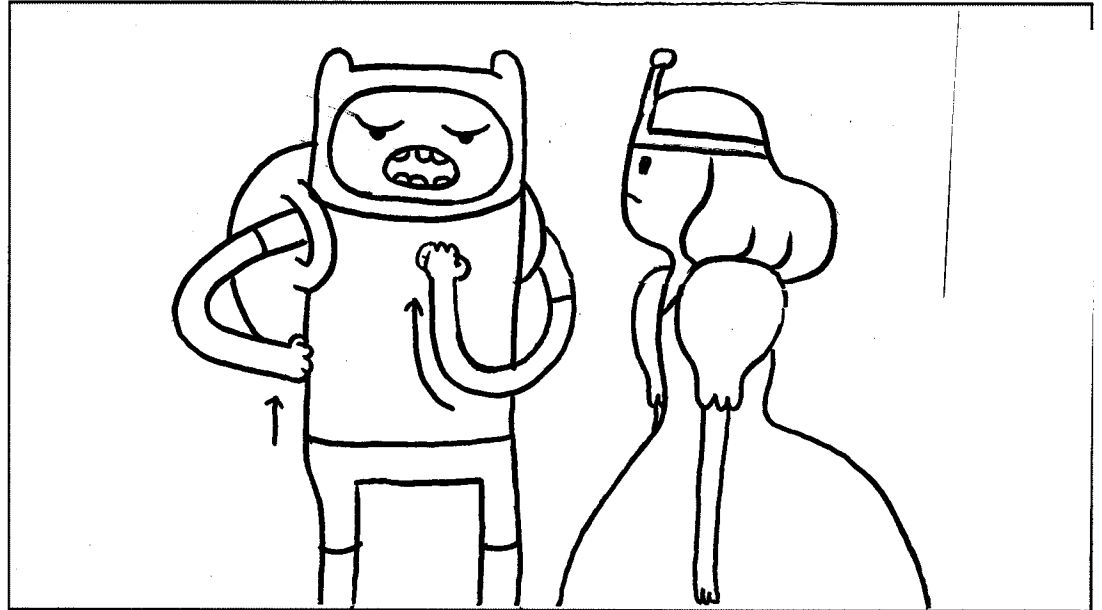
Dialog: Pbbwe've GOT to do something  
②to make him leave!

Action:

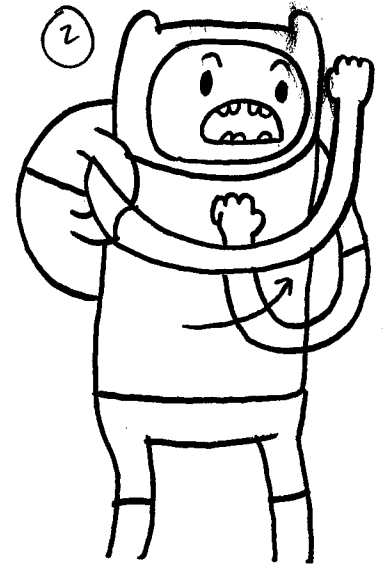
Timing:



Sc. 47 Pnl. E Bg. day night



Finn/①Yeah like pranking  
him up his ②FACE!



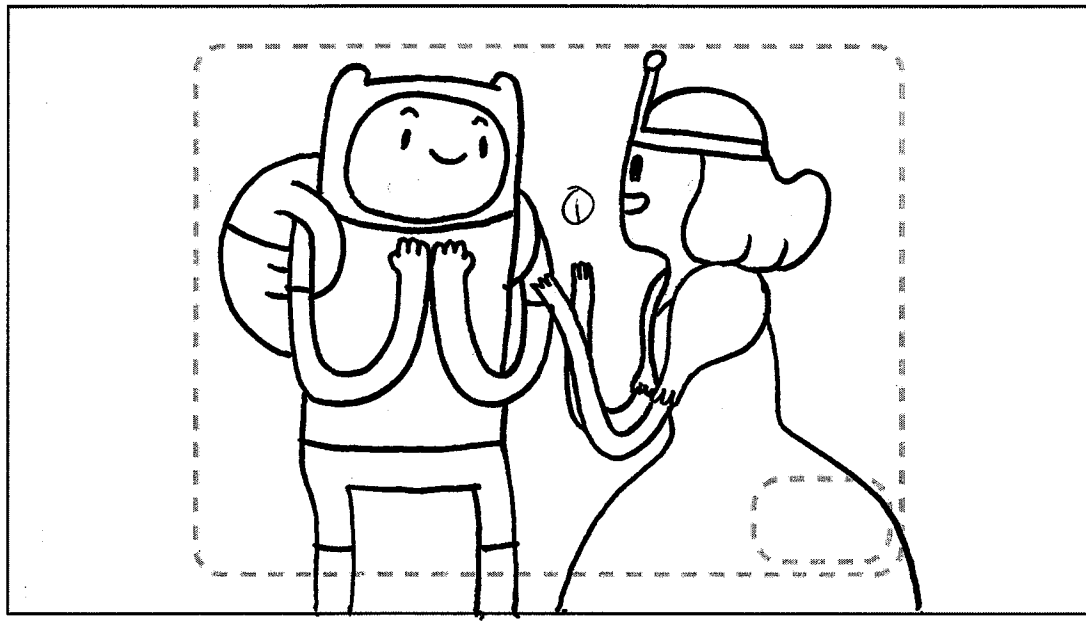
EPISODE # 100859

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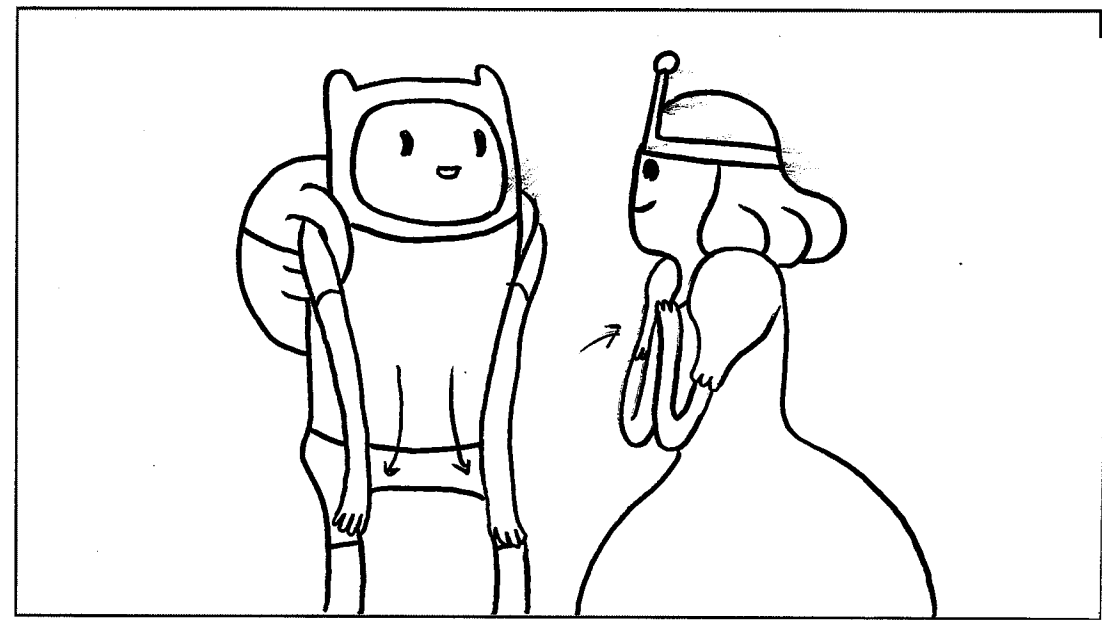
# ADVENTURE TIME



Sc. 47 Pnl. F Bg. day night

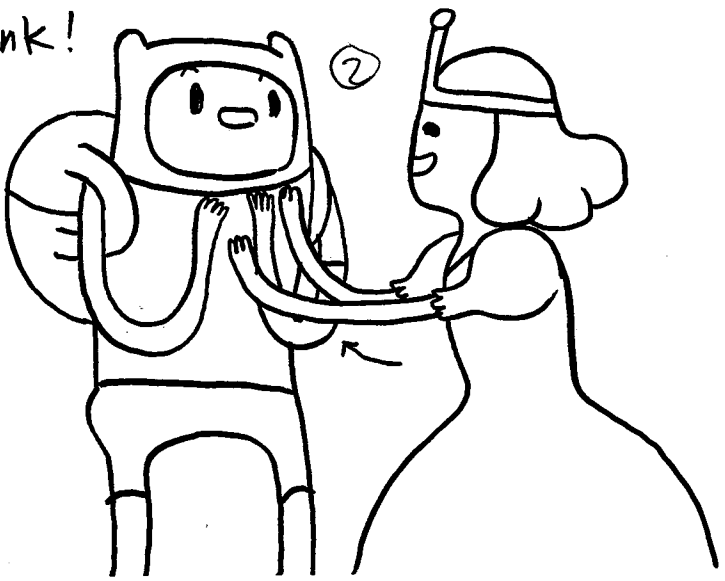


Sc. 47 Pnl. G Bg. day night



Dialog: PB/DHey yeah AND I have  
② the perfect prank!

Action:  
  
Timing:



Finn/ OKay.

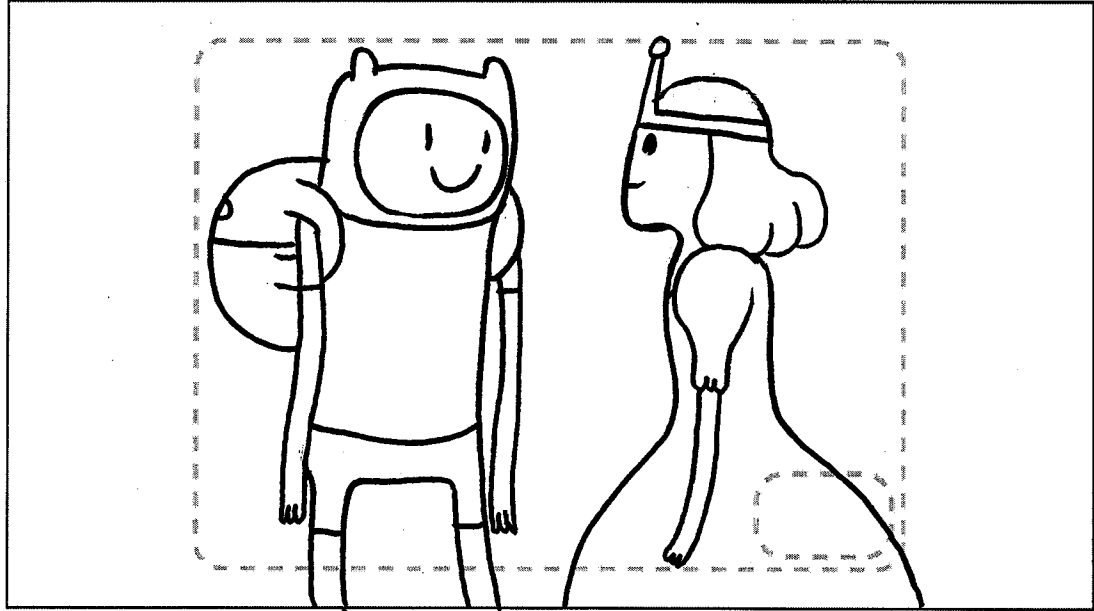
EPISODE # 100859  
Production :

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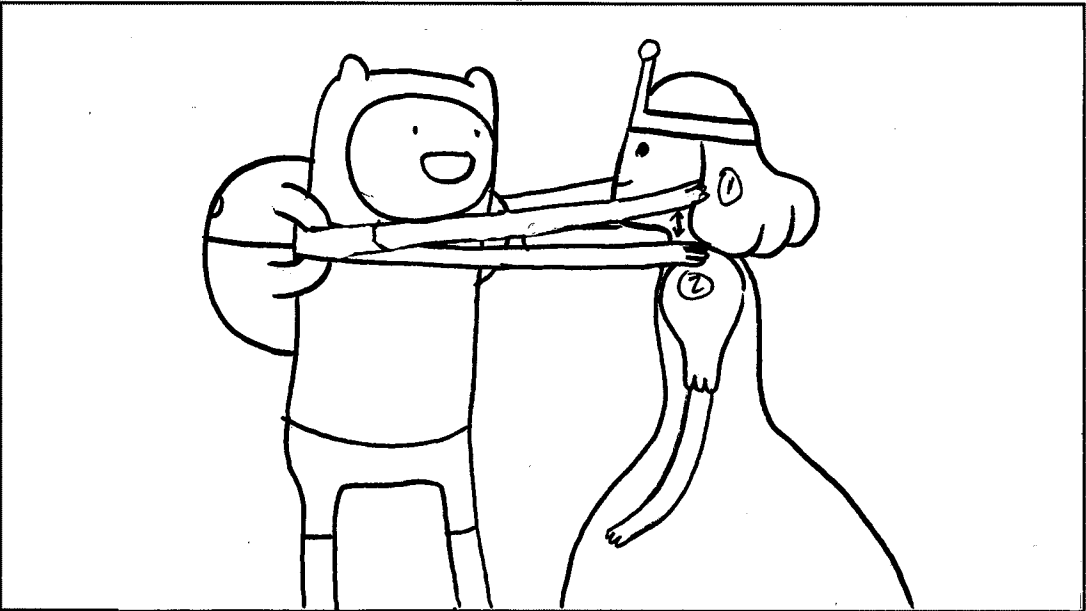
ADVENTURE TIME



Sc. 47 Pnl. H Bg. day night



Sc. 47 Pnl. I Bg. day night



Dialog:

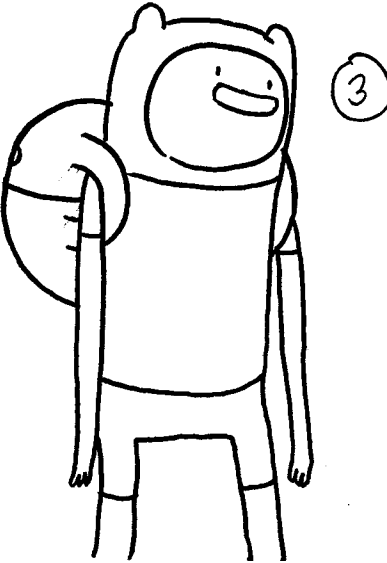
①+② Finn / pat pat  
①+②

③ Finn / hehehn

Action:

cycle ①+② x 2

Timing:



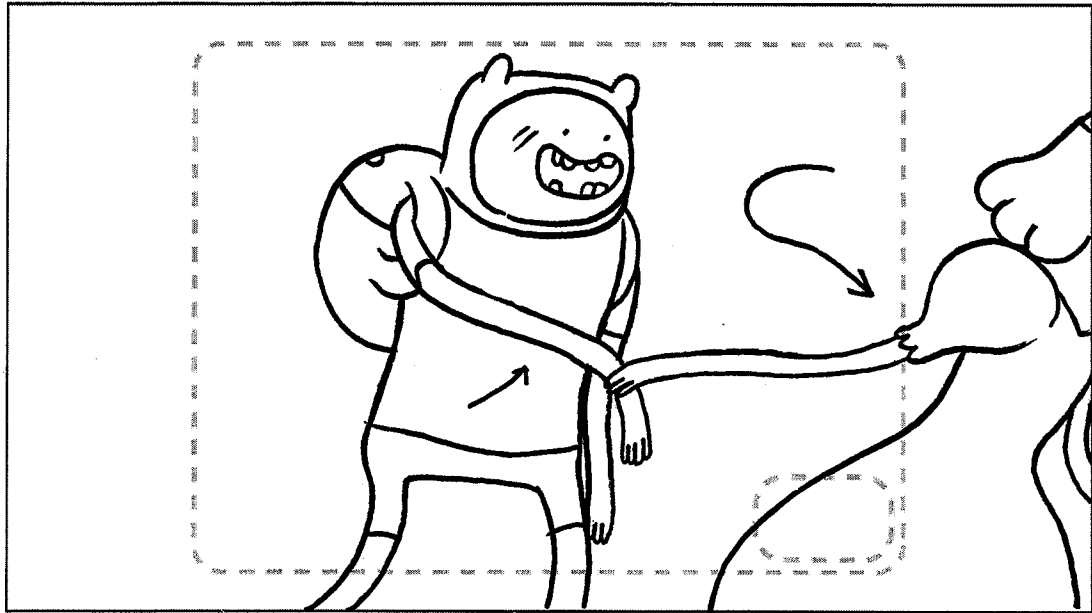
EPISODE # 100859  
Production :

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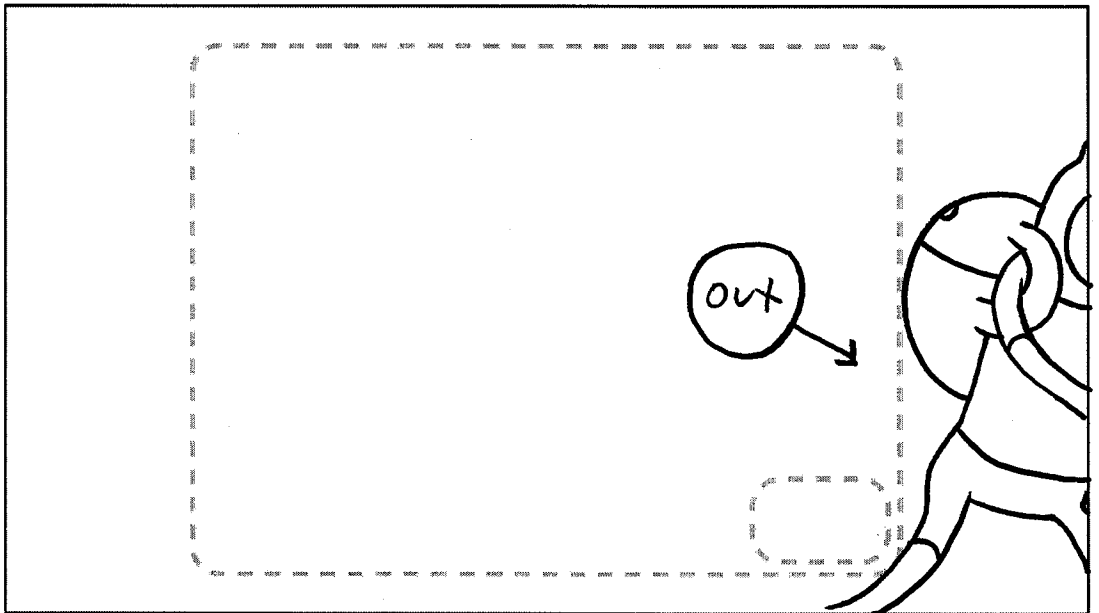
ADVENTURE TIME



Sc. 47 Pnl. J Bg. day night



Sc. 47 Pnl. K Bg. day night



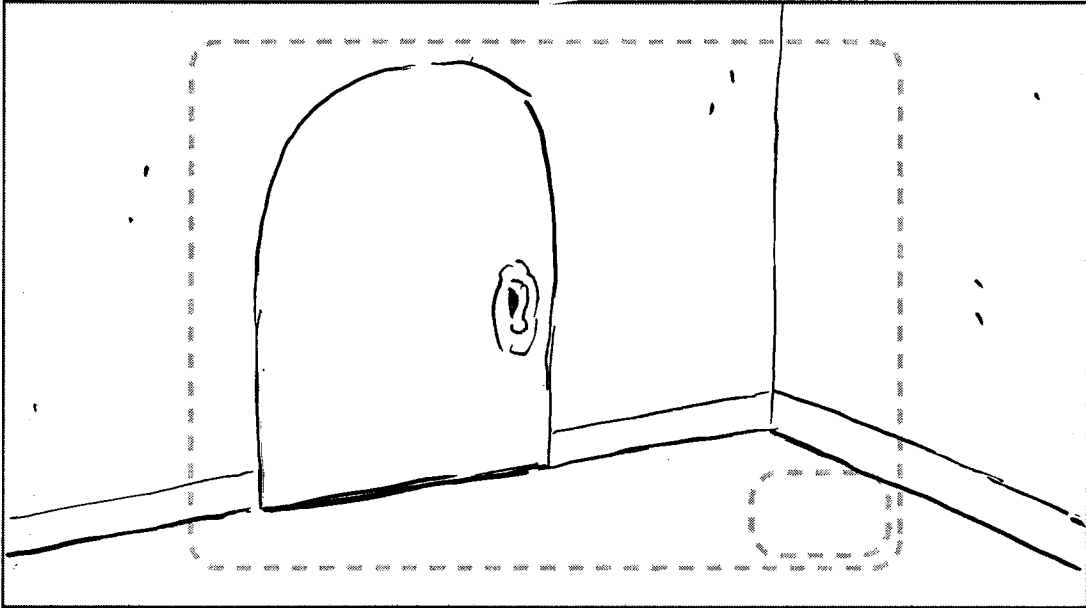
Dialog:	PB/ come on finn	F/ a lright
Action:		
Timing:		

Production :  
EPISODE # 100859

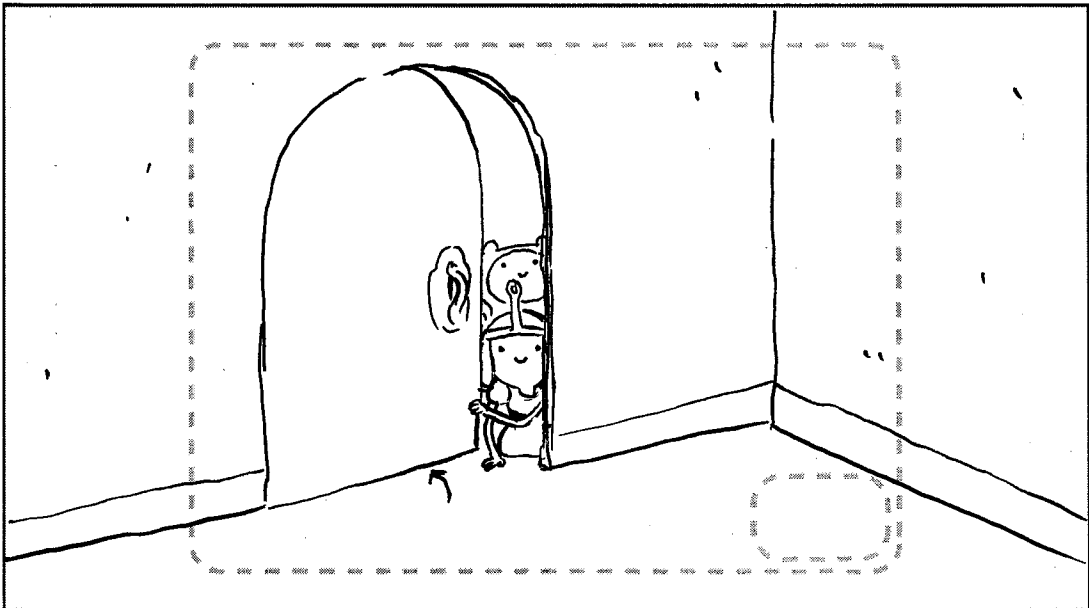
ADVENTURE TIME



Sc. 48 Pnl. A Bg. day night



Sc. 48 Pnl. B Bg. day night



Dialog:
Action:
Timing:

100859

EPISODE #

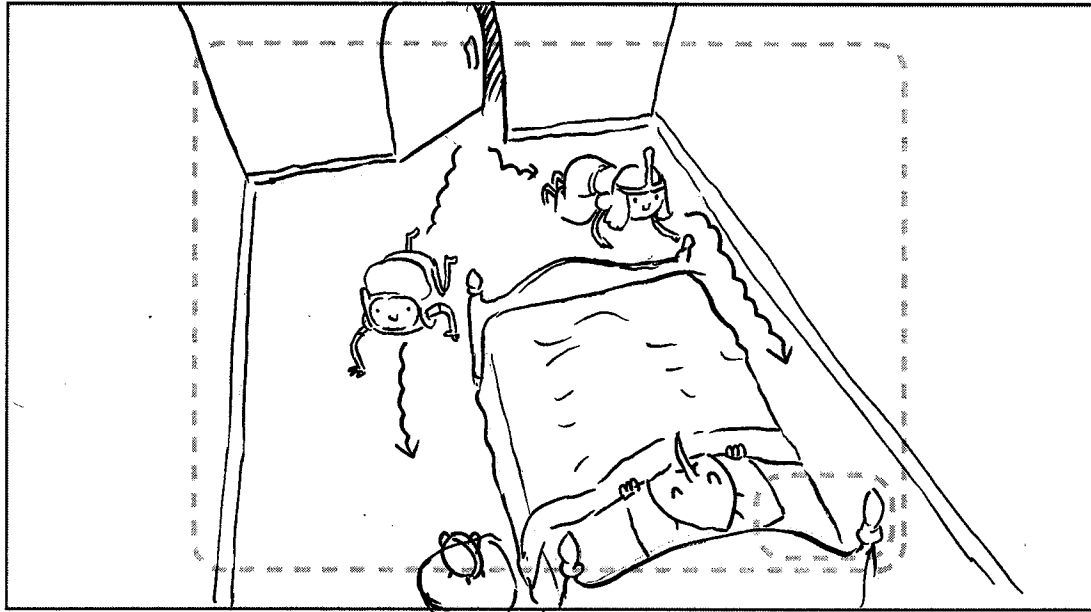
Production :

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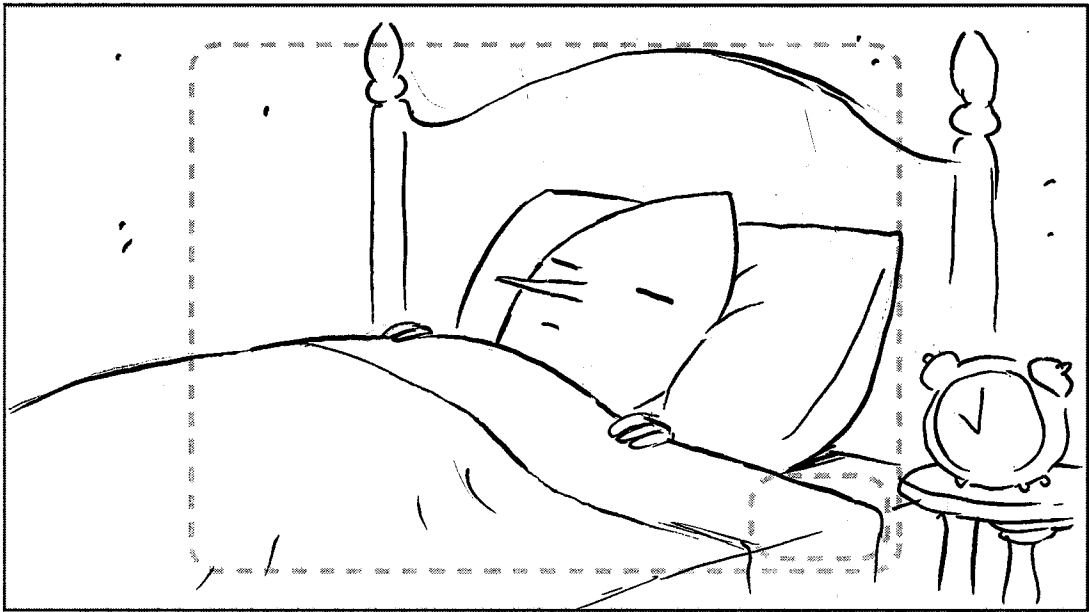
ADVENTURE TIME



Sc. 49 Pnl. A Bg. day night



Sc. 50 Pnl. A Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100859

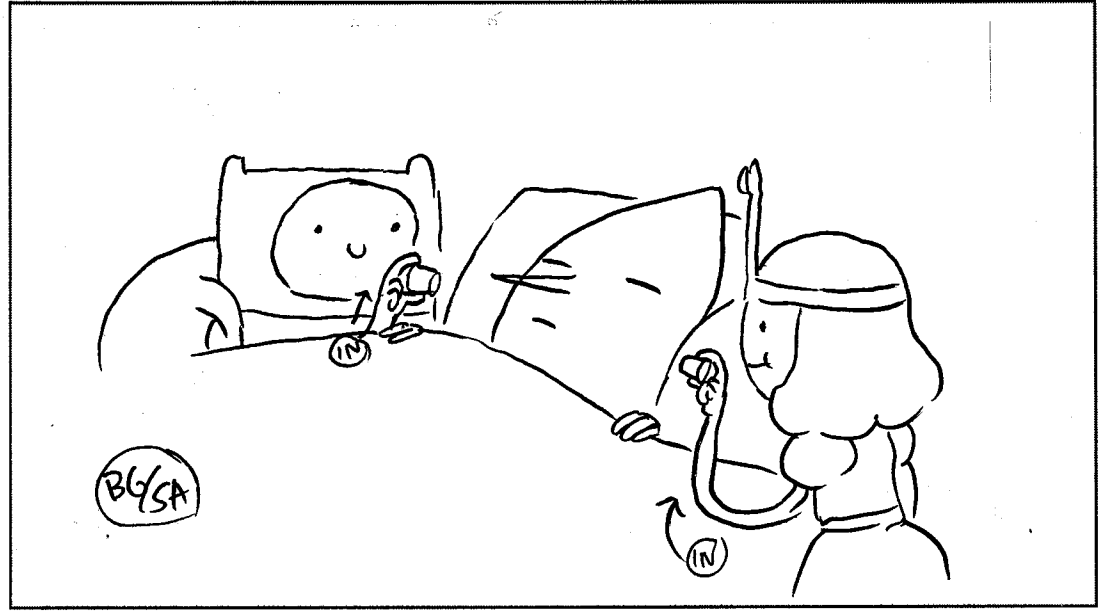
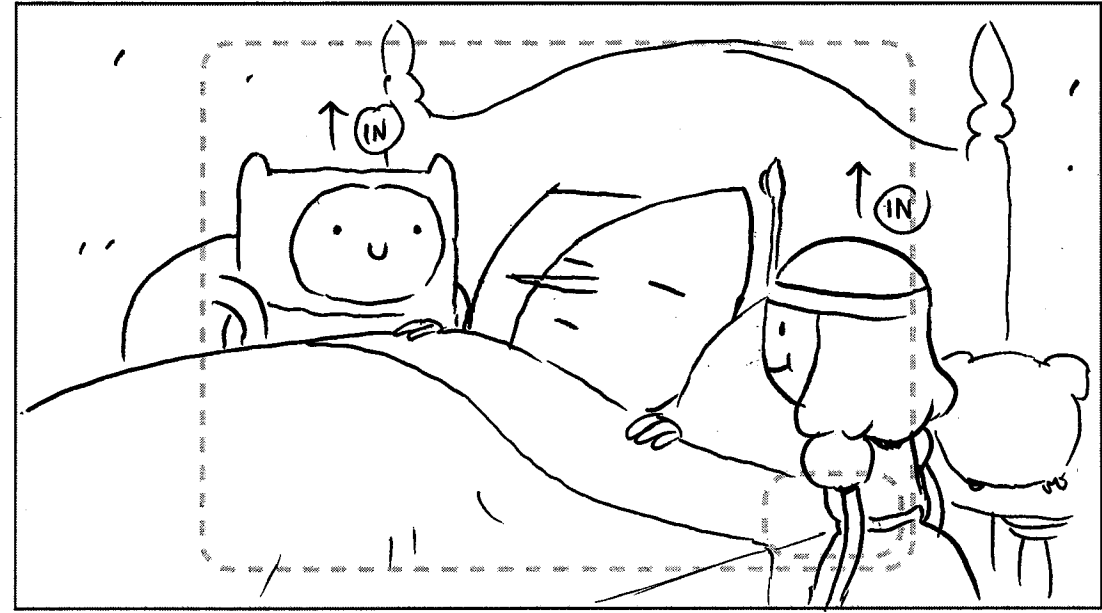
# ADVENTURE TIME



Page 57

Sc. 50 Pnl. B Bg. day night

Sc. 50 Pnl. C Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100859

Production :

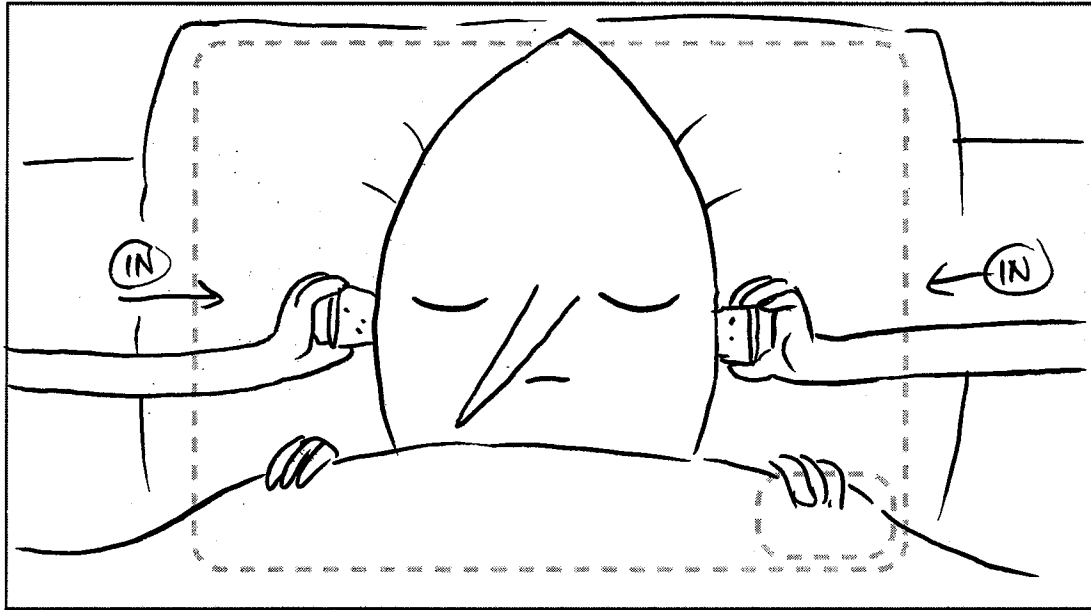
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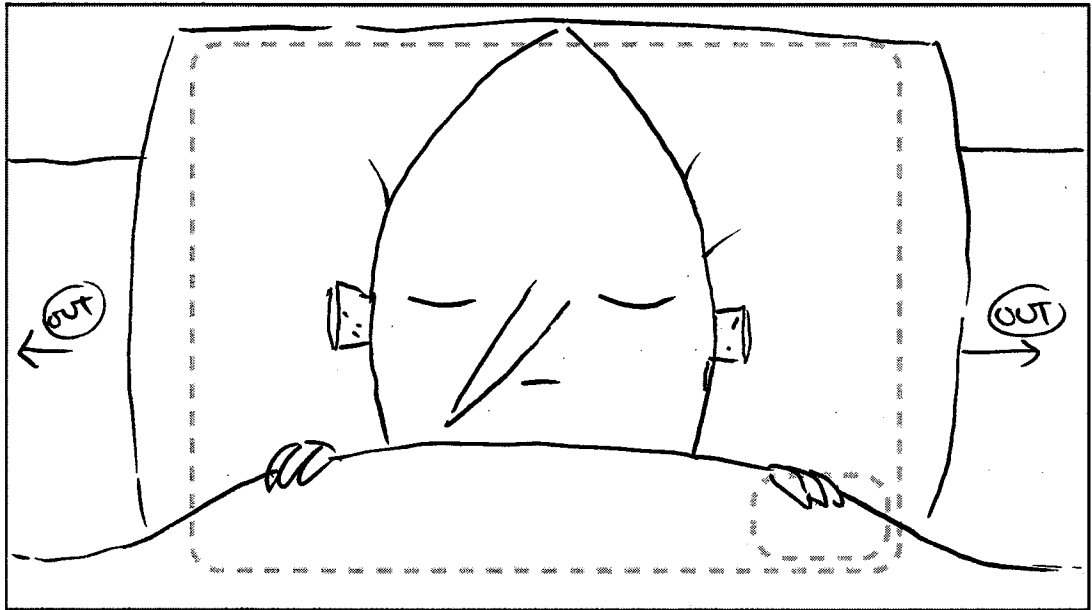
ADVENTURE TIME



Sc. 51 Pnl. A Bg. day night



Sc. 51 Pnl. B Bg. day night



Dialog:

Action: F + PB. put corks in Earl's ears.

CORKS :



Timing:

EPISODE #

100859

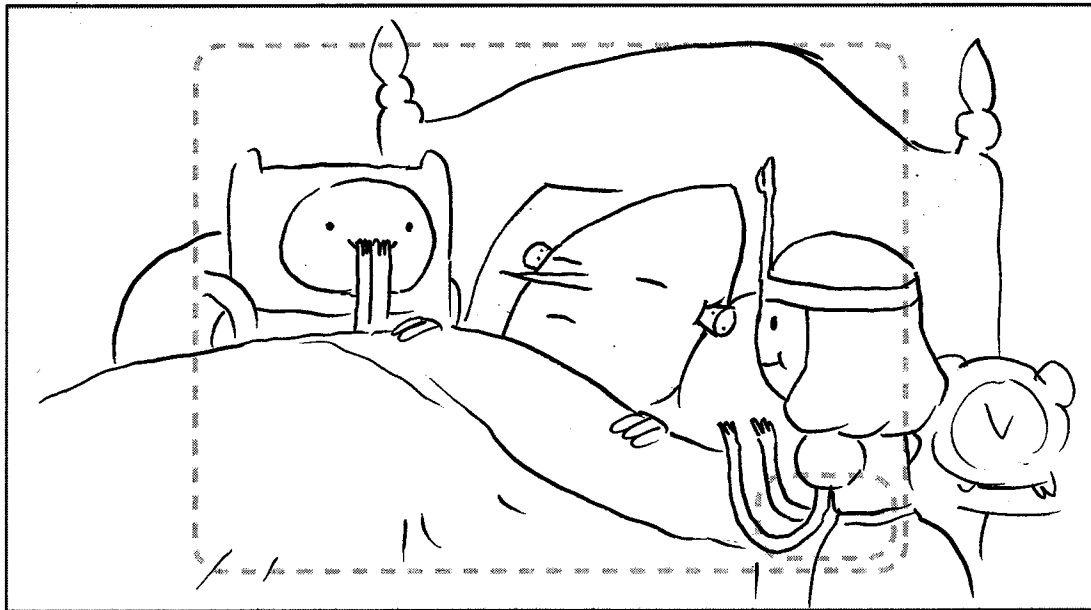
Production :

# ADVENTURE TIME

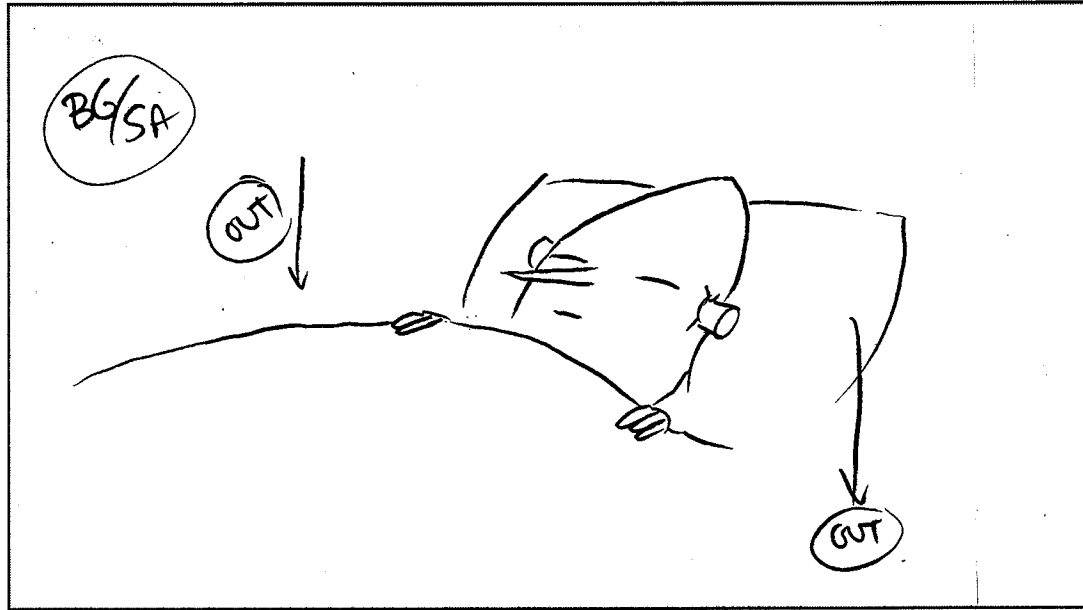


Page 59

Sc. 52 Pnl. A Bg. day night



Sc. 52 Pnl. B Bg. day night



Dialog:

FINN: \* giggle \*

Action:

Timing:

Production :

EPISODE #

100859

5

# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<div><div>DISSOLVE</div><div>X</div></div>									

Dialog:
Action:
Timing:

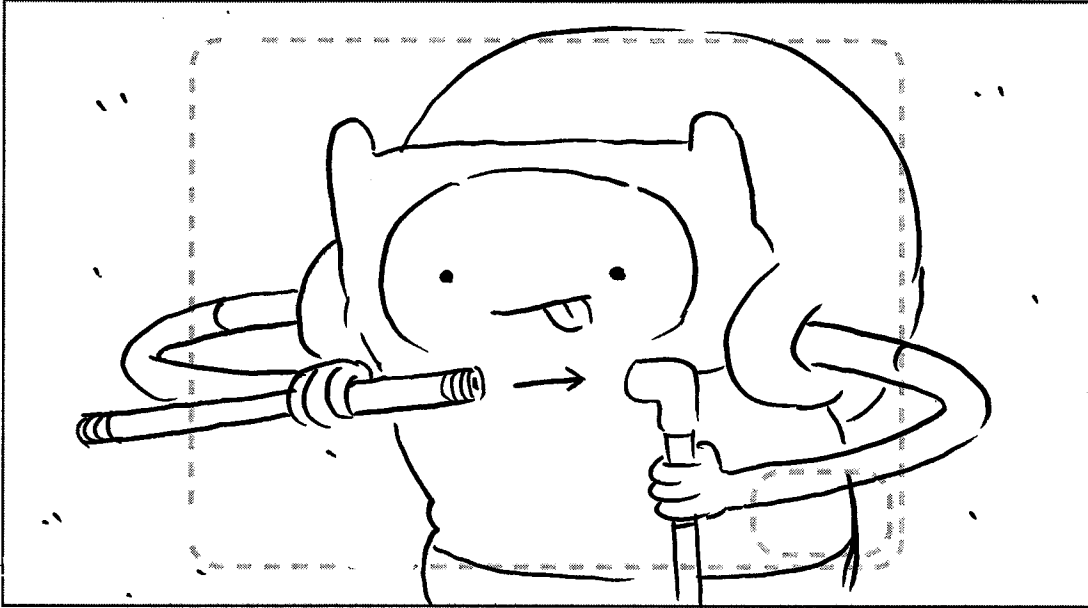
EPISODE # 100859

Production :

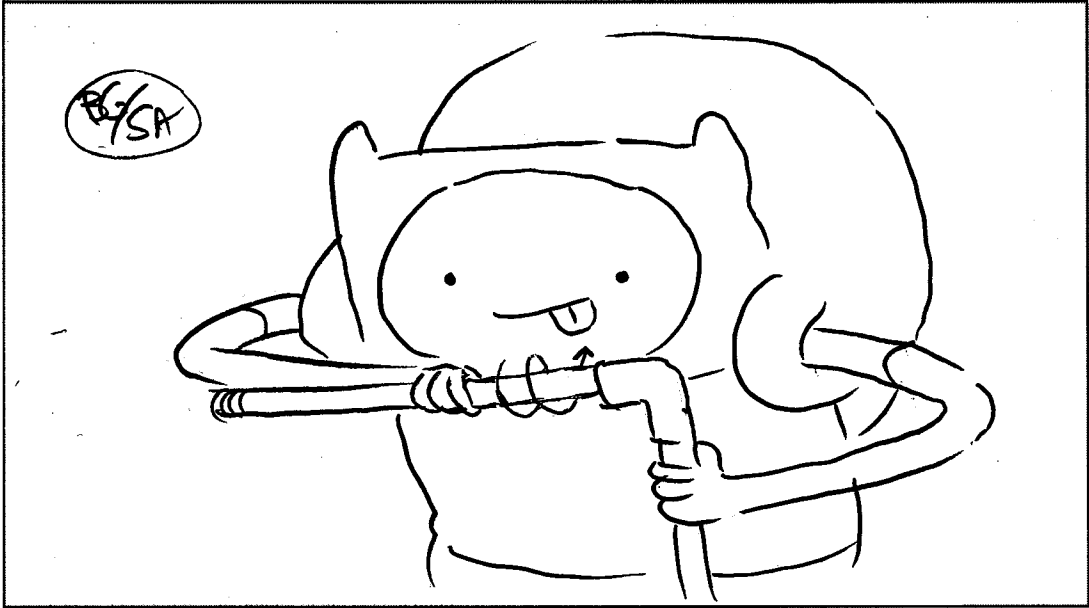
ADVENTURE TIME



Sc. 53 Pnl. A Bg. day night



Sc. 53 Pnl. B Bg. day night



Dialog:
Action: Finn screws pipes together
Timing:

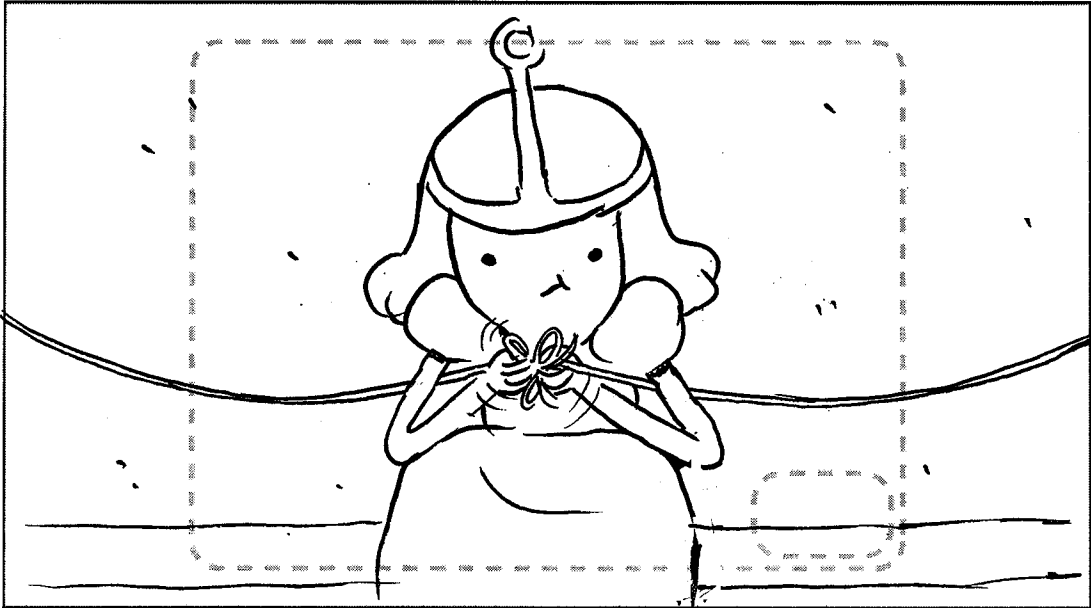
EPISODE # 100859

Production :

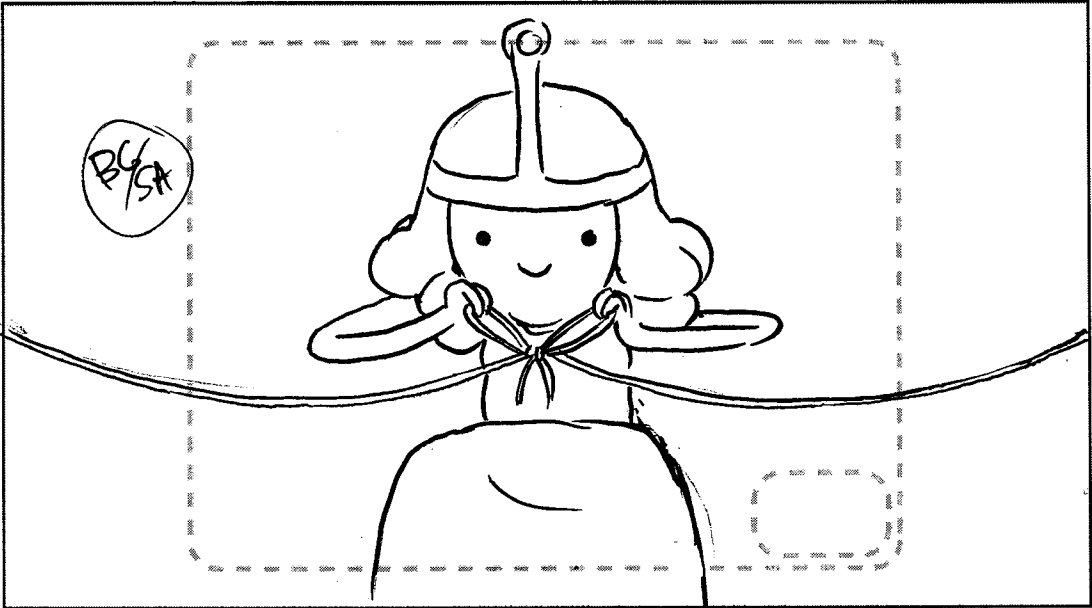
ADVENTURE TIME



Sc. 54 Pnl. A Bg. day night



Sc. 54 Pnl. B Bg. day night



Dialog:
Action: P.B. ties knot
Timing:

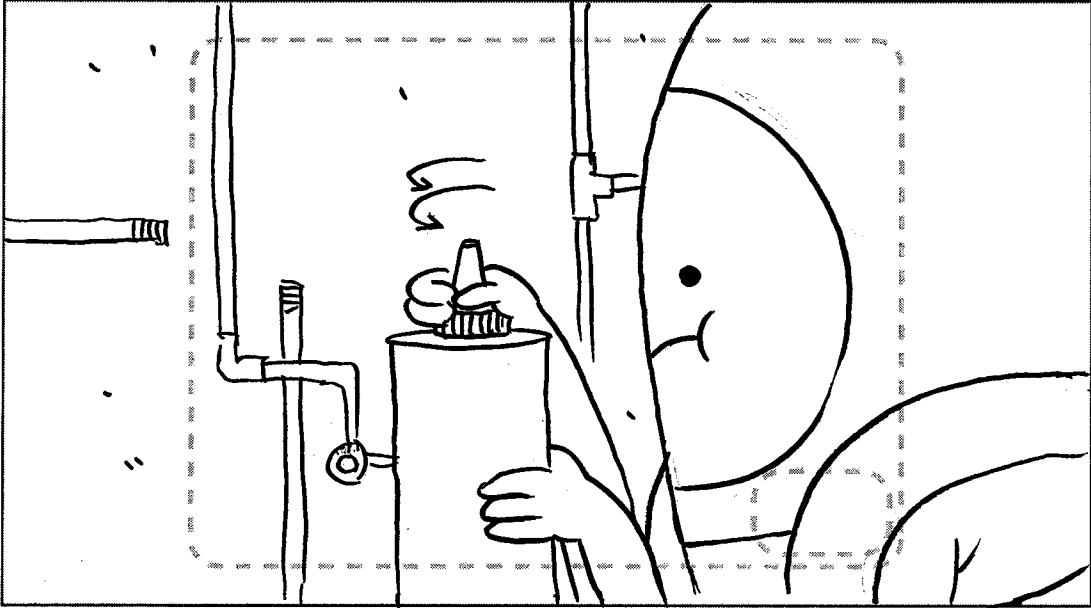
EPISODE # 100859

Production :

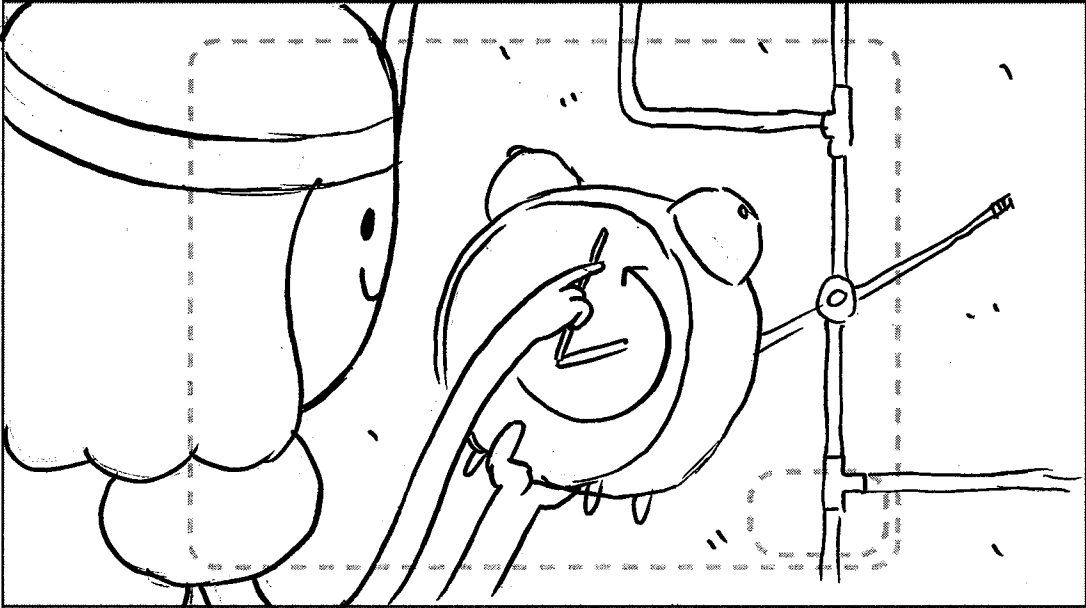
ADVENTURE TIME



Sc. 55 Pnl. A Bg. day night



Sc. 56 Pnl. A Bg. day night



Dialog:	
Action:	Finn screws top on ketchup
Action:	P.B. winds clock.
Timing:	

100859

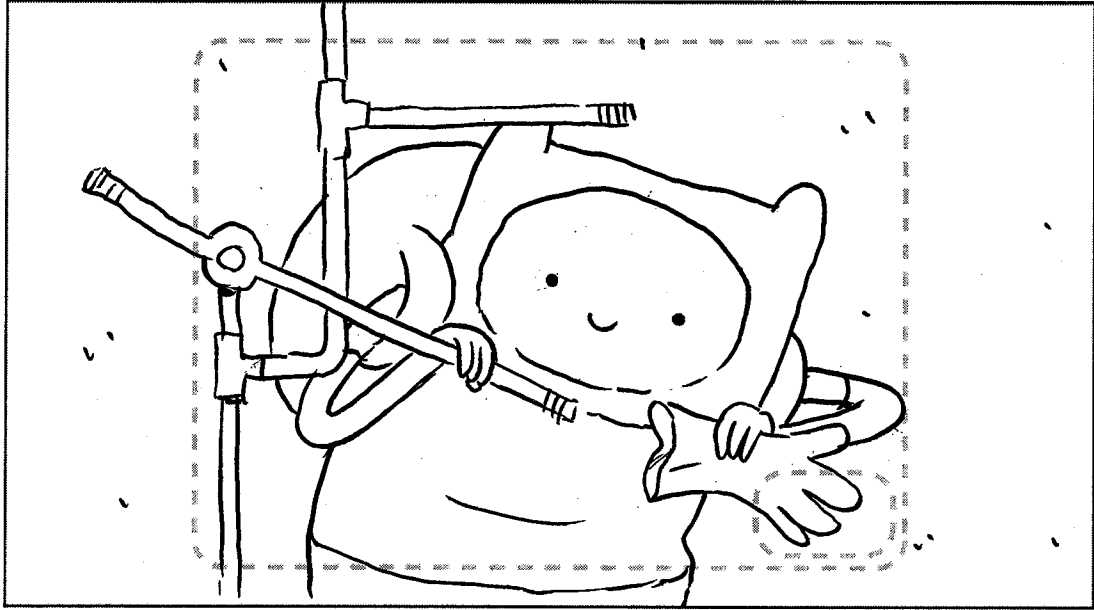
EPISODE #

Production :

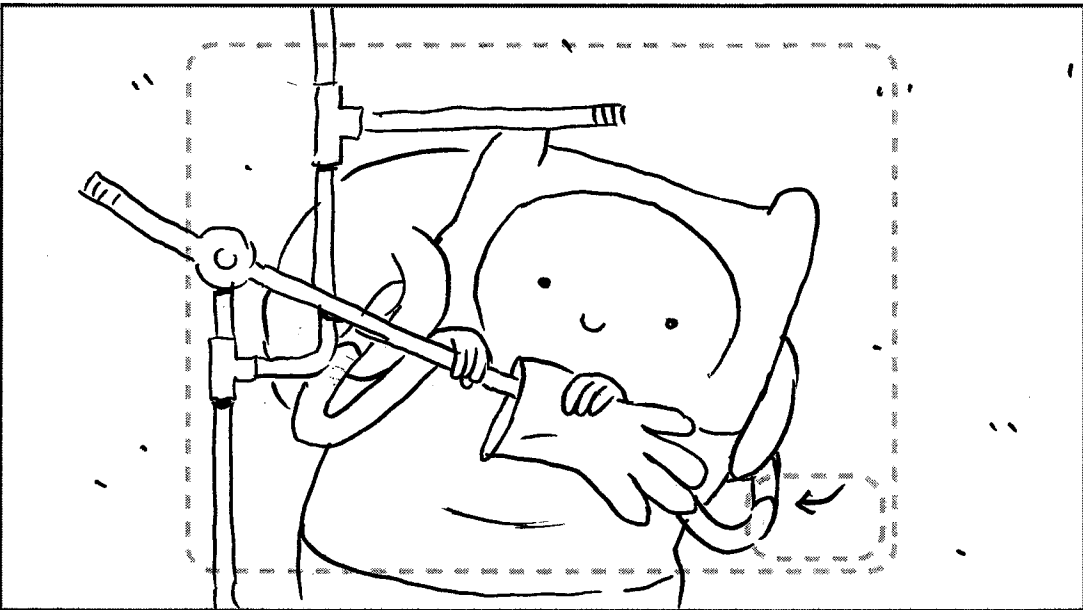
ADVENTURE TIME



Sc. 57 Pnl. A Bg. day night



Sc. 57 Pnl. B Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100859

Production :

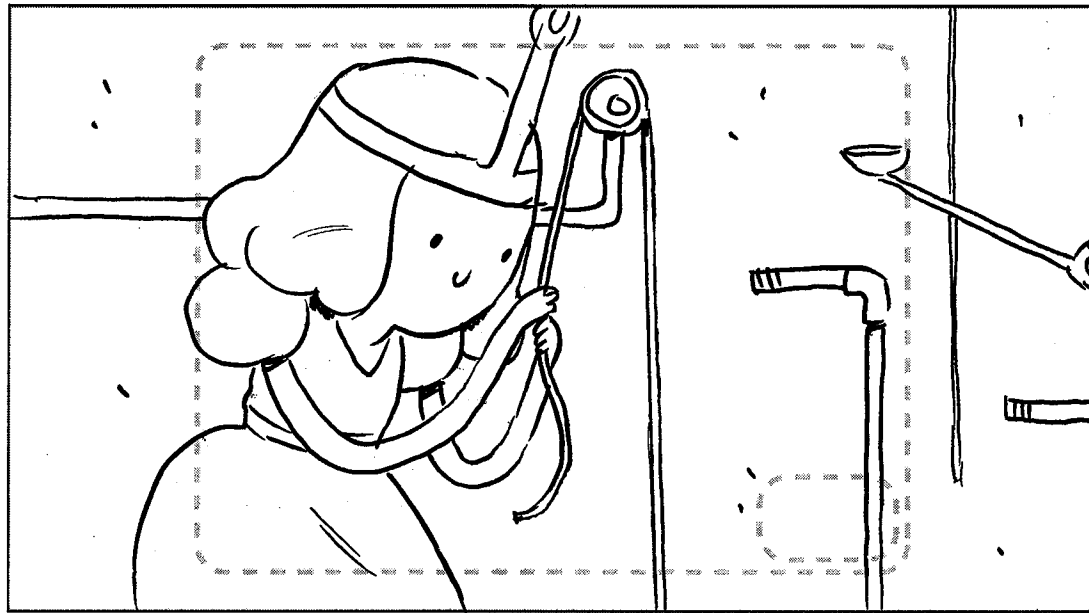
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# ADVENTURE TIME

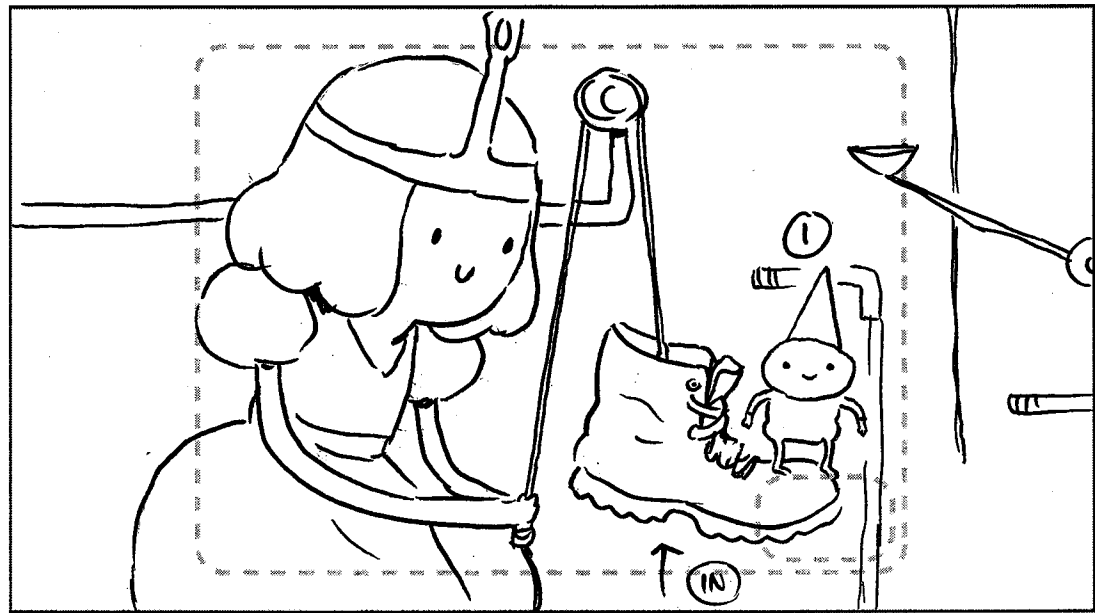


Page 65

Sc. 58 Pnl. A Bg. day night



Sc. 58 Pnl. B Bg. day night



Dialog:

Action:

gnome looks at P.B.

Timing:



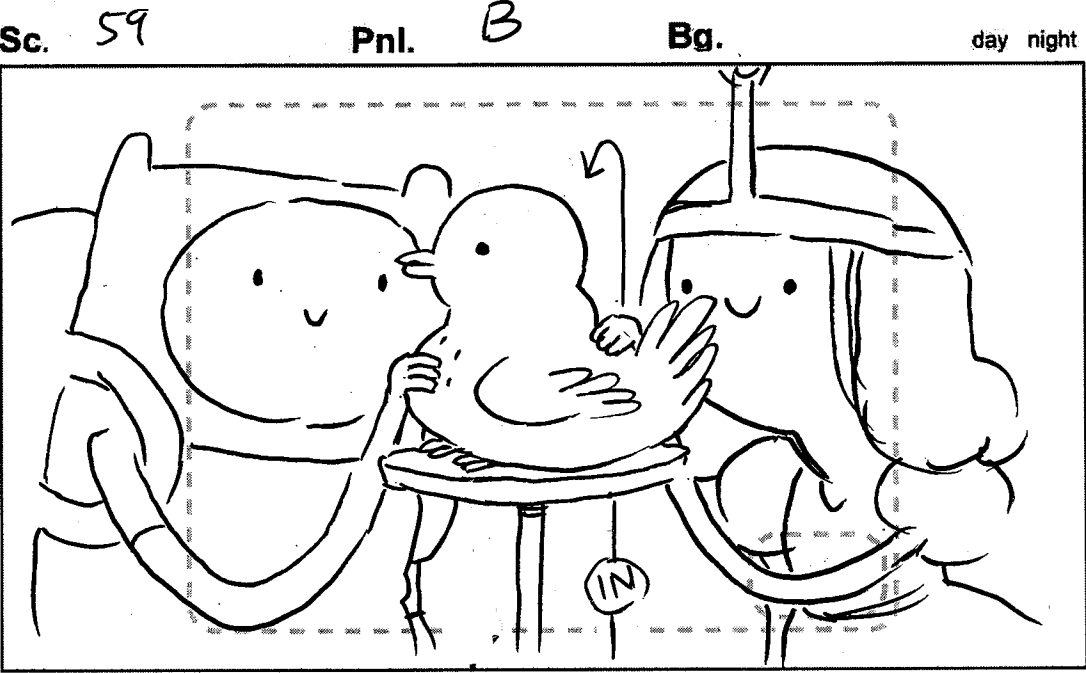
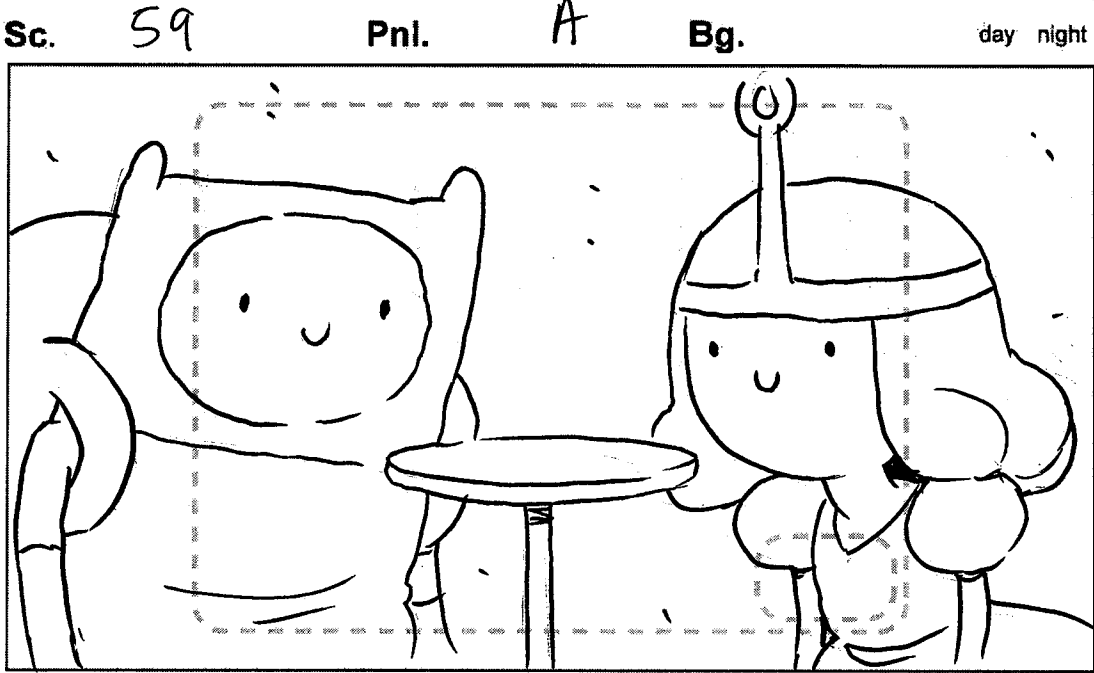
EPISODE #

100859

Production :



ADVENTURE TIME



Dialog:	
Action:	Finn + P.B. put bird on pedestal
Timing:	

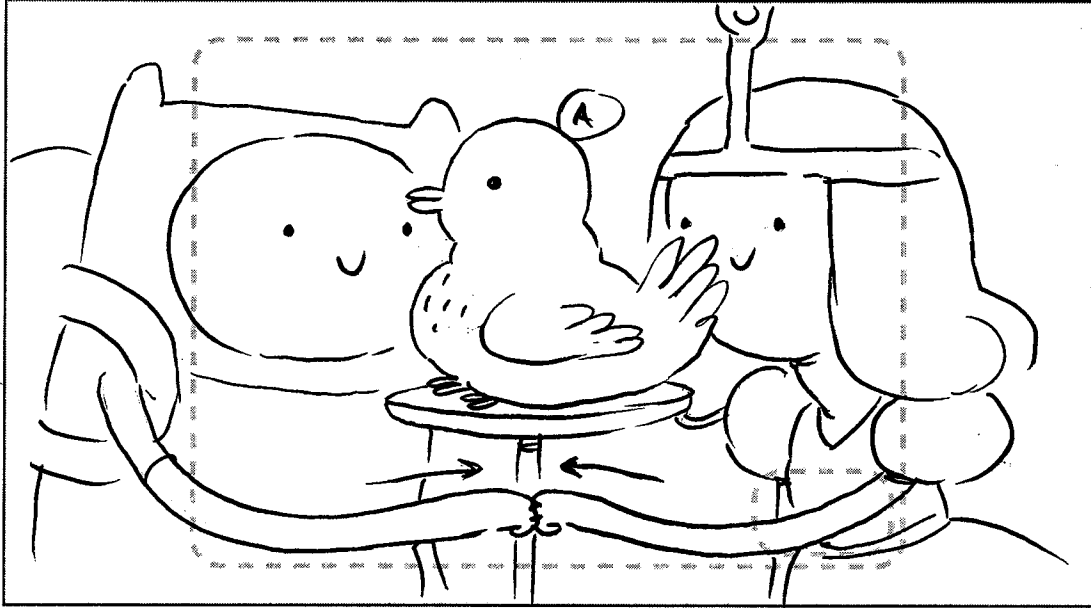
EPISODE # 100859

Production :

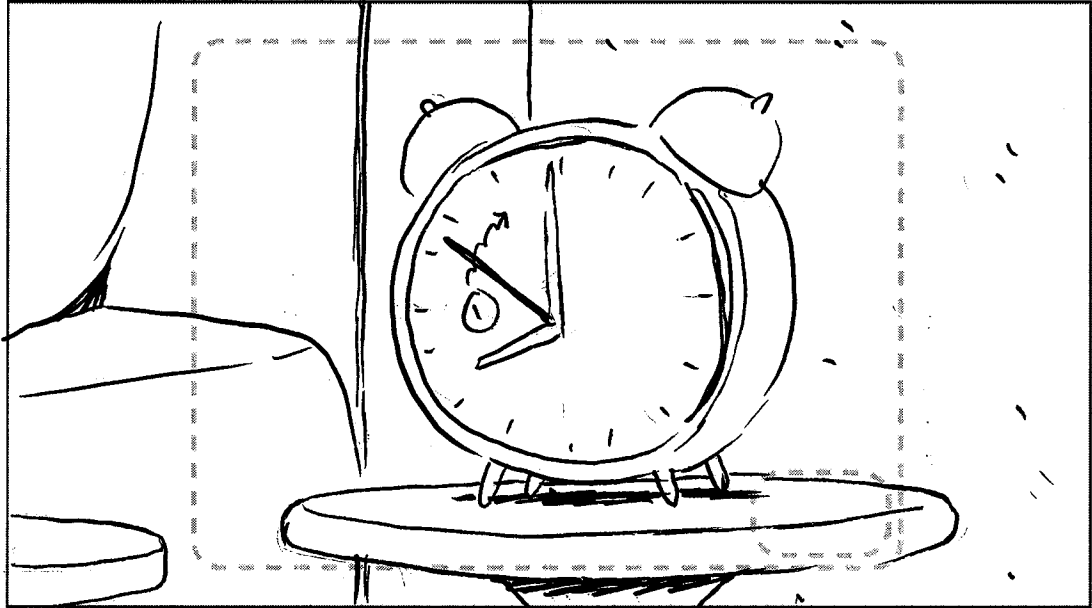
ADVENTURE TIME

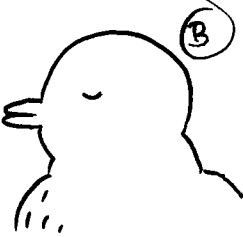
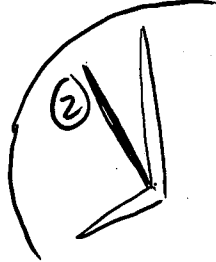


Sc. 59 Pnl. C Bg. day night



Sc. 60 Pnl. A Bg. day night



Dialog:		* tick - tick - tick - tick - tick *	
Action:	Bird blinks twice - A B A B A -		
Timing:			

100859

EPISODE #

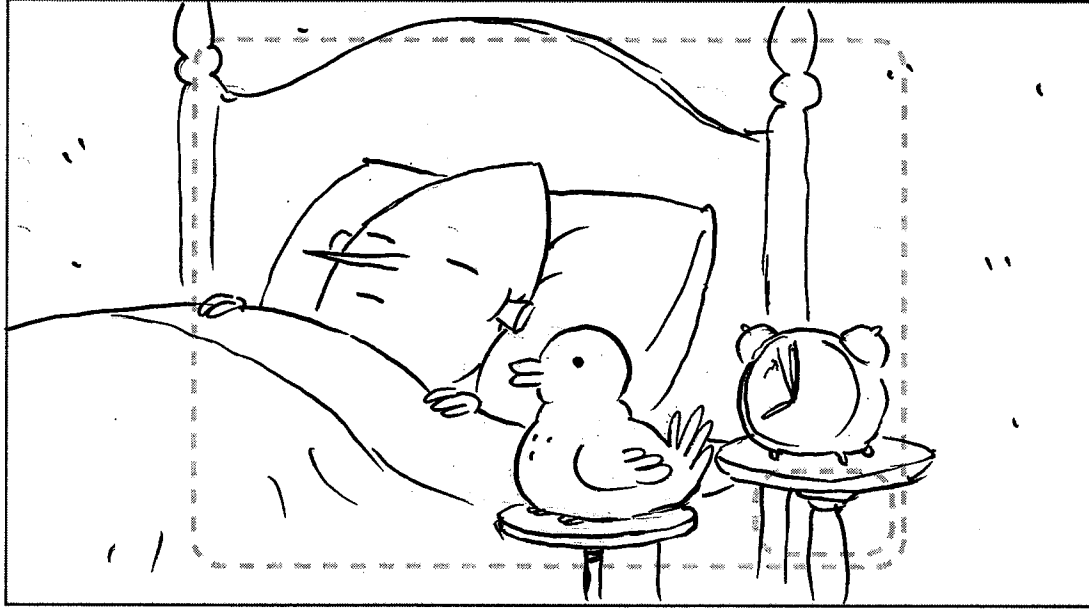
13

Production :

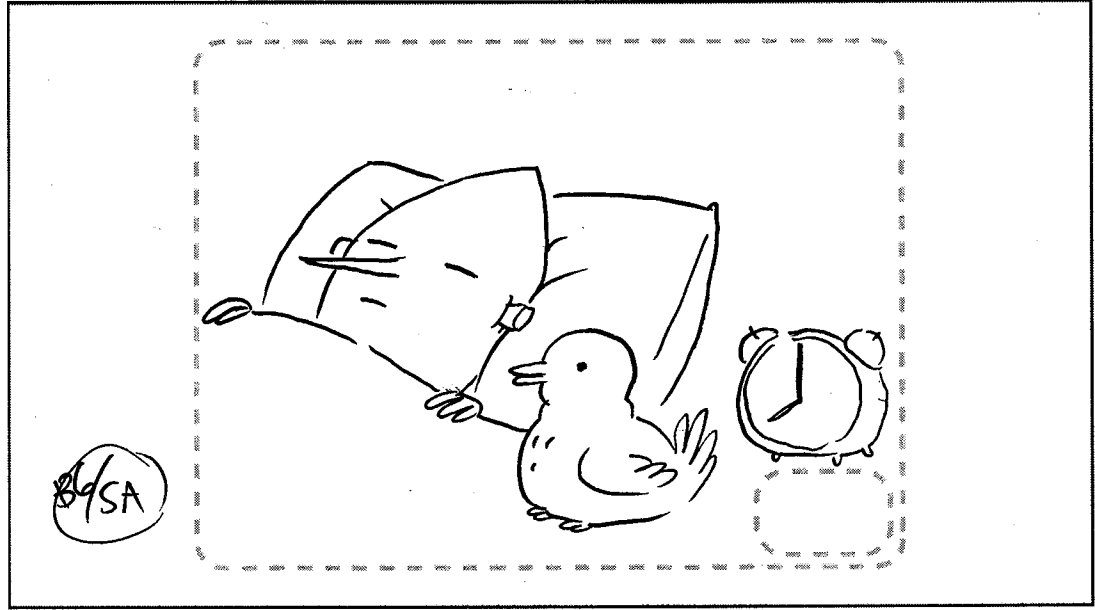
ADVENTURE TIME



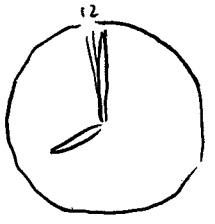
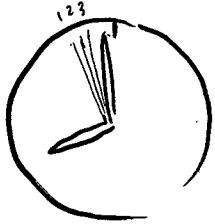
Sc. 61 Pnl. A Bg. day night



Sc. 61 Pnl. B Bg. day night



Dialog:	
* tick-tick-tick *	* tick - tick *
Action:	
Timing:	



EPISODE # 100859

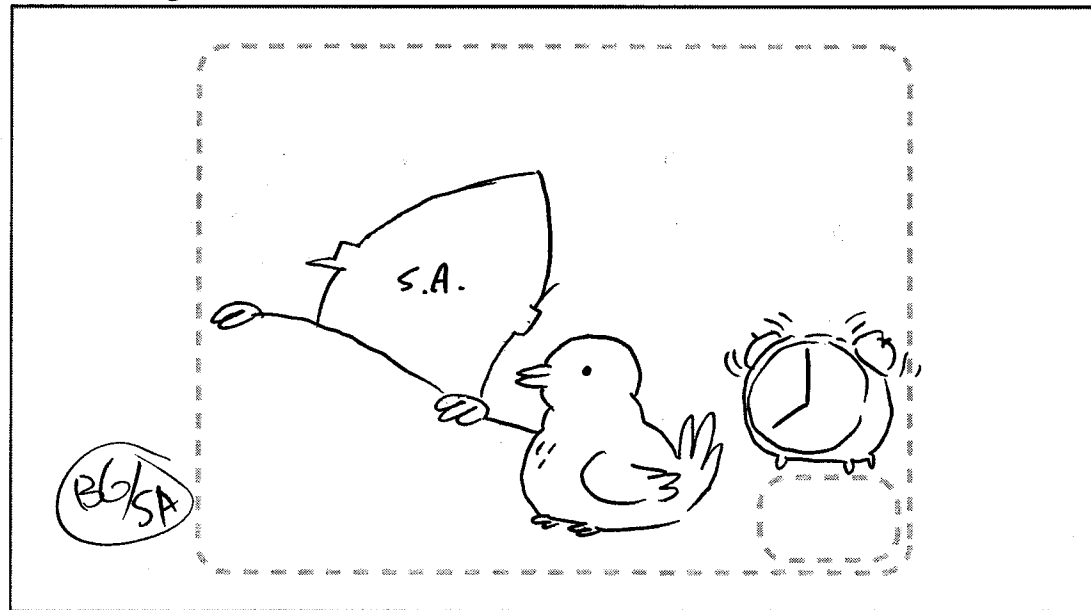
Production :

# ADVENTURE TIME

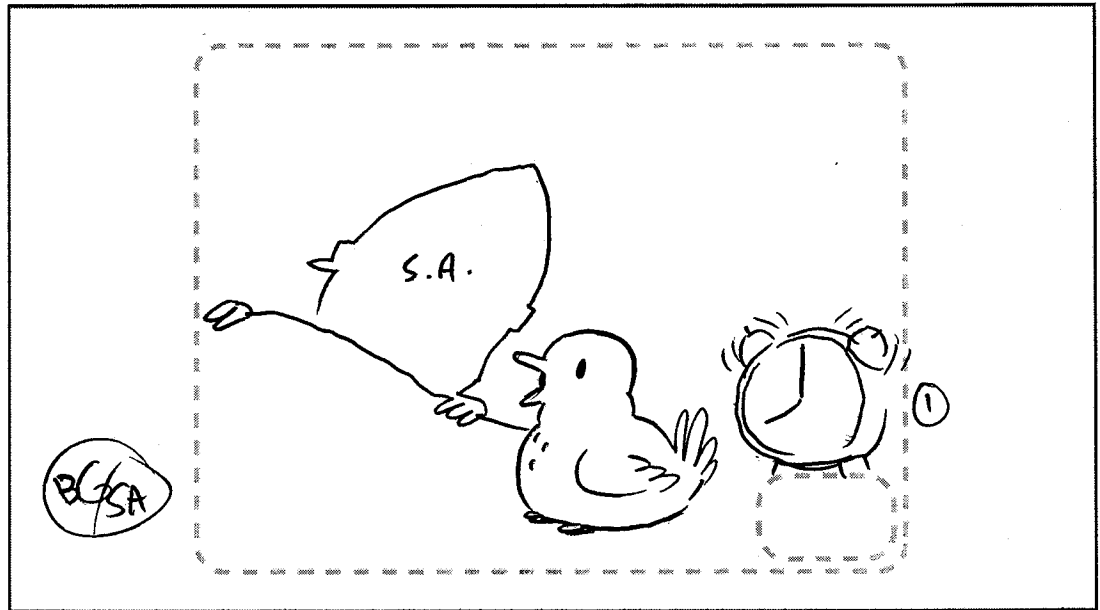


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Sc. 61 Pnl. C Bg. day night



Sc. 61 Pnl. D Bg. day night



Dialog:

\* RING RING RING \*

\* RING RING \*

BIRD: SQUAWK!!

Action:

clock shakes as it rings

- Bird squawks
- Clock stops shaking/ringing

Timing:



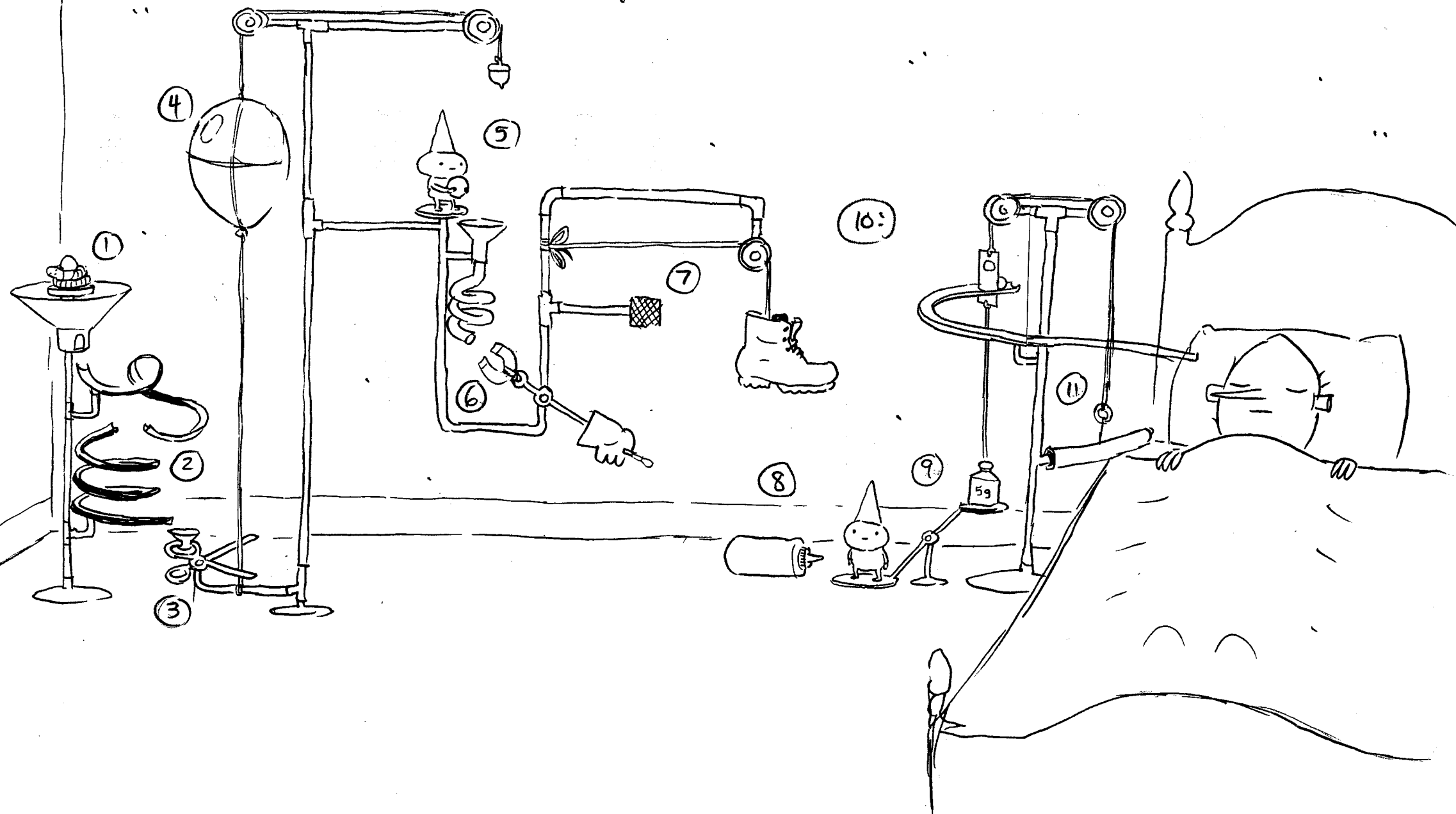
100859  
EPISODE #

Production :

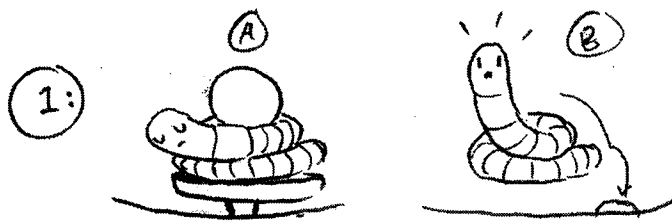
15

62A

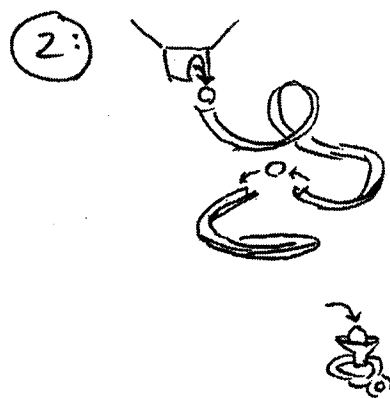
70



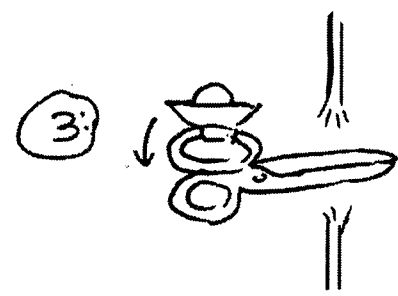
100859



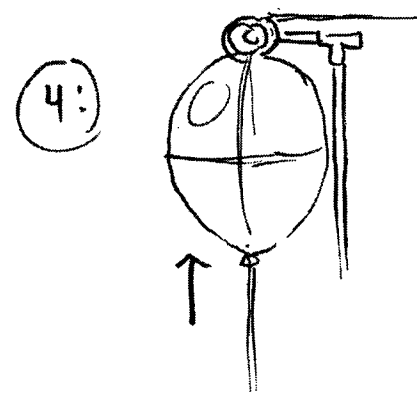
(1:) The squawking of the bird awakens the worm. When he stands up (B) the ball resting on his back falls into the funnel below him.



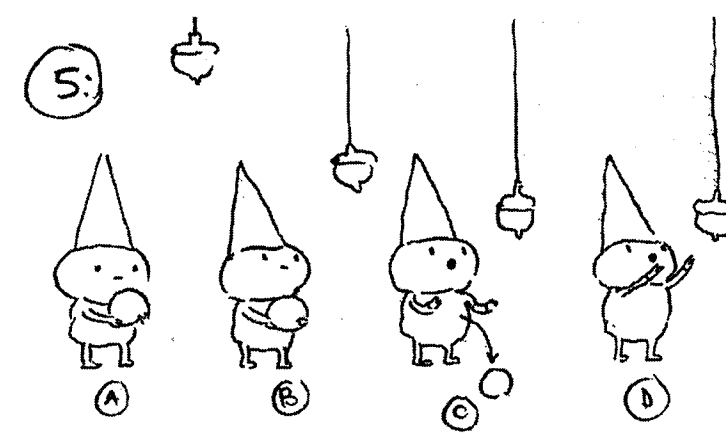
(2:) The ball rolls down the track, jumping over the gap along the way. At the bottom of the track, it lands in the cup connected to the scissors.



(3:) The weight of the ball causes the scissors to close, which cuts the balloon string.



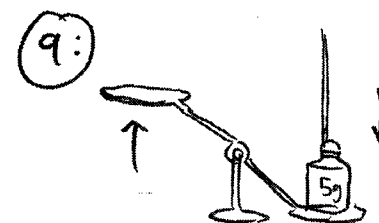
(4:) The balloon rises up until it hits the pulley.



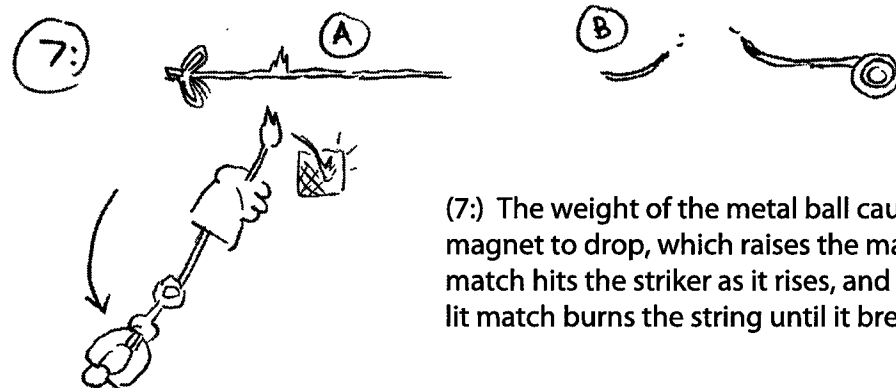
(5:) The rising balloon lowers the acorn attached to the other end of the string. As the acorn lowers, the gnome notices it. He wants it more than the metal ball he holds, so he drops the metal ball into the funnel, and reaches for the acorn.



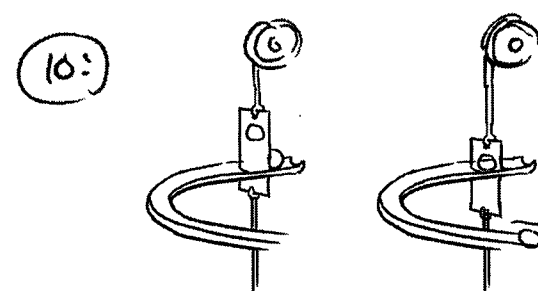
(6:) The metal ball rolls through the tube, and when it comes out, it attaches to the magnet.



(9:) The removal of the gnome causes the weight on the other end of the scale to drop, pulling the string.

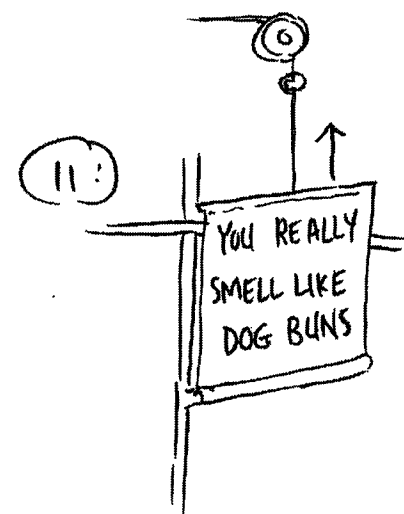
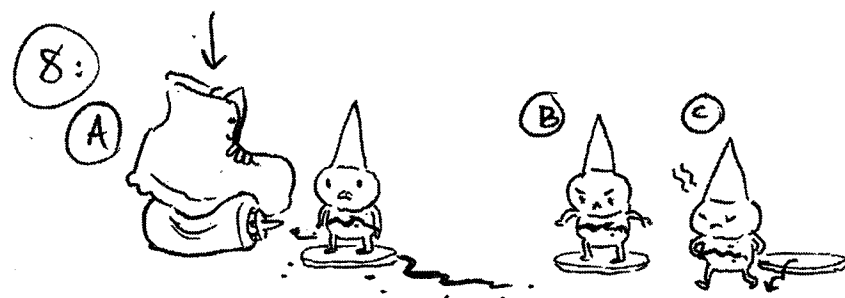


(7:) The weight of the metal ball causes the magnet to drop, which raises the match. The match hits the striker as it rises, and is lit. The lit match burns the string until it breaks.



(10:) The pulled string lowers the card with the hole. When the hole is low enough, the trapped ball rolls through and down the track.

(8:) The broken string causes the boot to fall. The boot lands on the ketchup bottle, which squirts ketchup on the other gnome. This angers the gnome (B), which causes him to walk off screen (C)

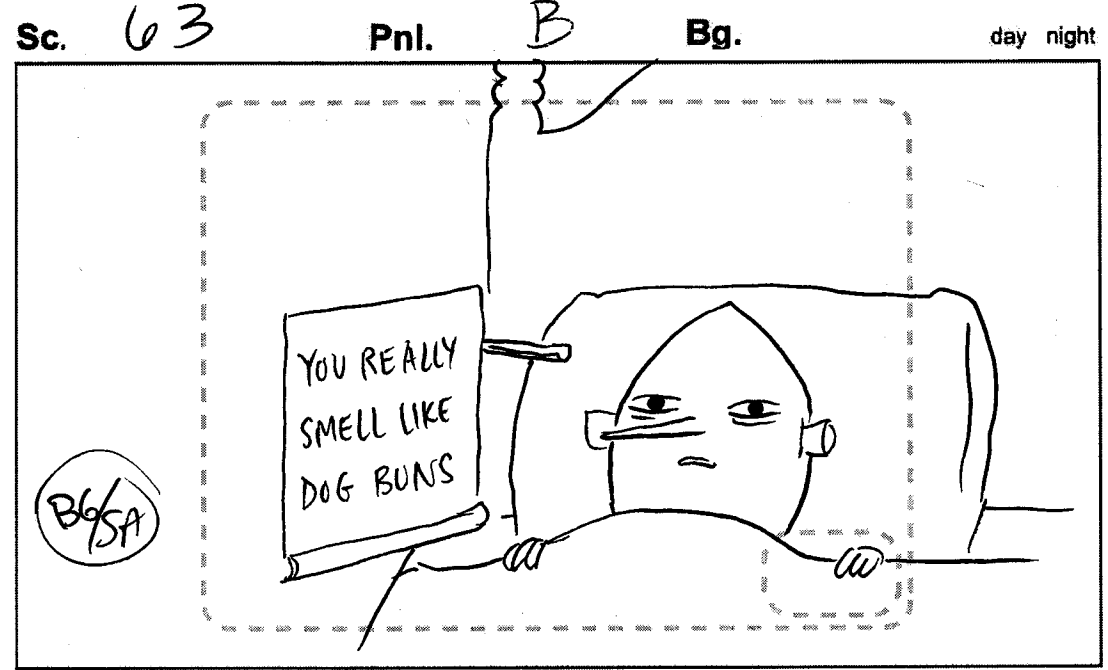
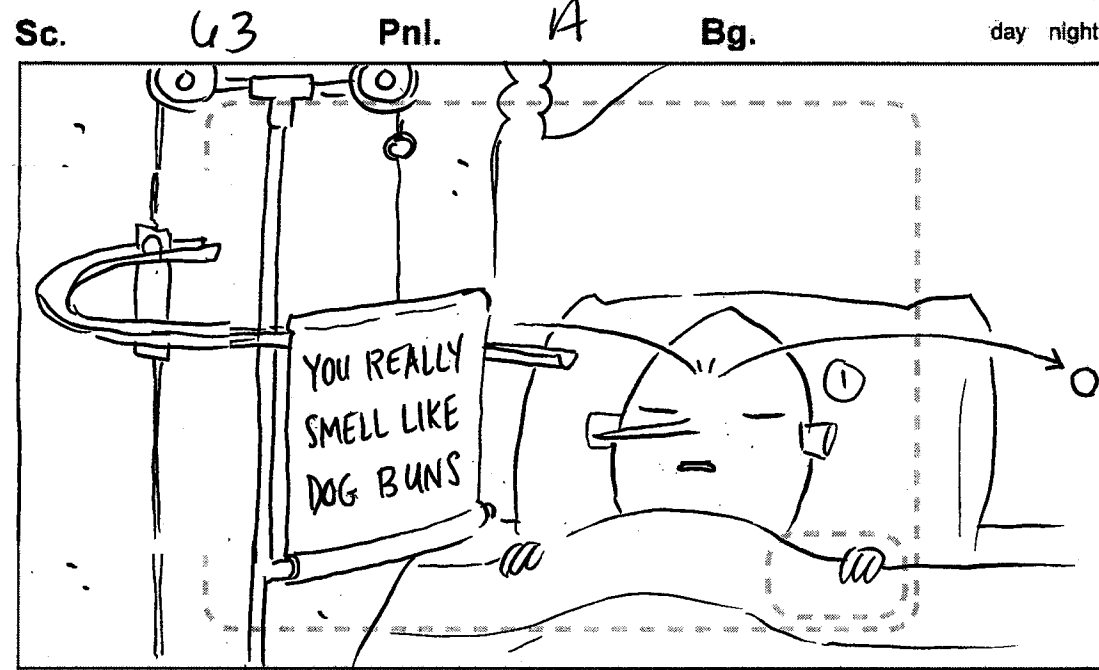


(11:) The pulled string also raises the rolled up sign.

# ADVENTURE TIME



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Dialog:

Action: The rolling ball flies off the track and hits Earl in the head, waking him.

Timing:



EPISODE #

100859

Production :

18

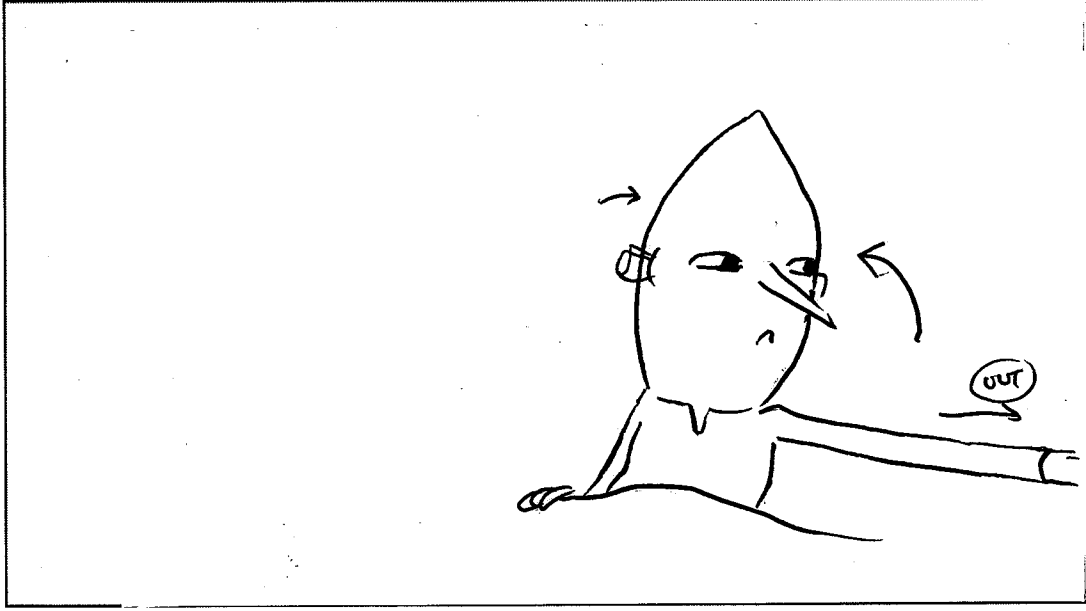
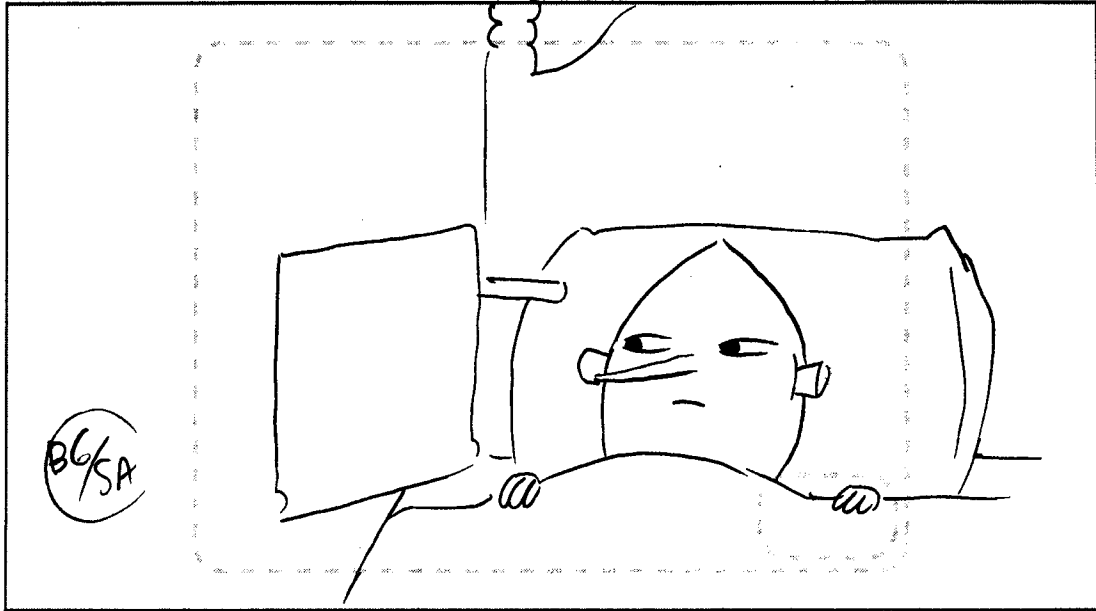


ADVENTURE TIME



Sc. 63 Pnl. C Bg. day night

Sc. 63 Pnl. D Bg. day night



Dialog:
Action:
Timing:

EPISODE #

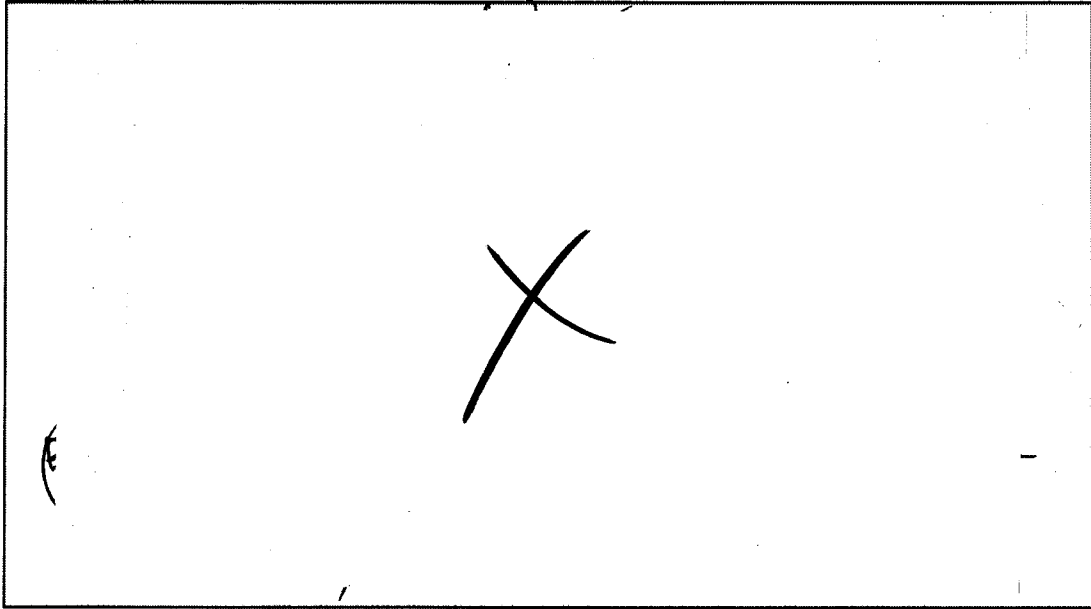
100859

Production :

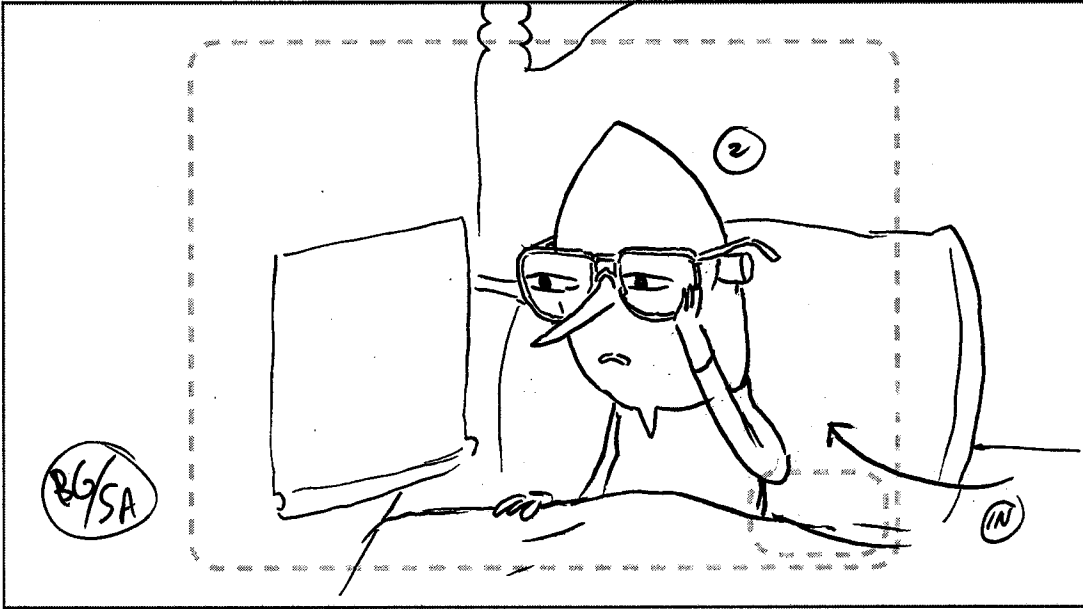
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 63 Pnl. E Bg. day night



Dialog:
Action:
Timing:

EARL: eh?

EPISODE #

Production :

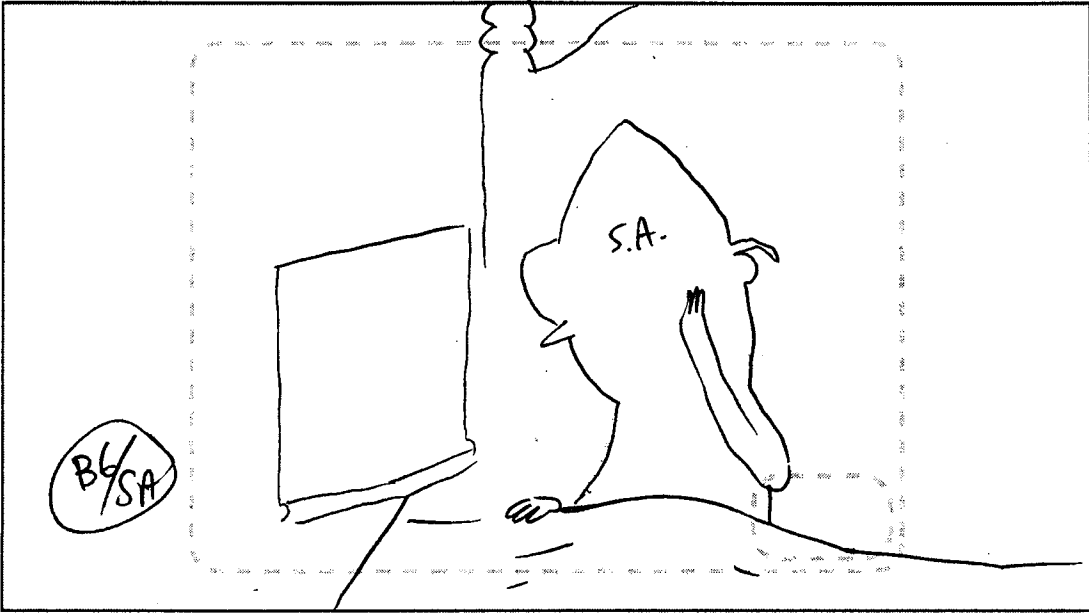
100859

26

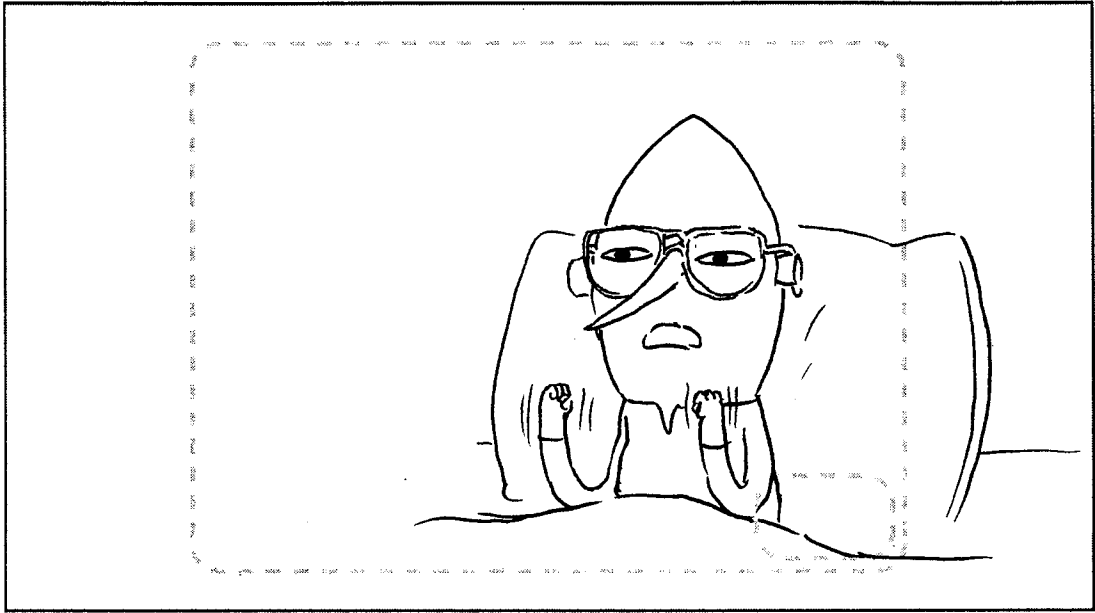
ADVENTURE TIME



Sc. 63 Pnl. F Bg. day night



Sc. 63 Pnl. G Bg. day night




Dialog:


Earl: AHNNNNNNNNNNNNNNNNNNNN !!!

Action:

- Earl's eyes move back and forth A B A B A B A B A as he silently reads.
- Mouth makes small shapes, as he reads to himself

Timing:

A  — some mouth shapes? —

B  —

EPISODE # 100859

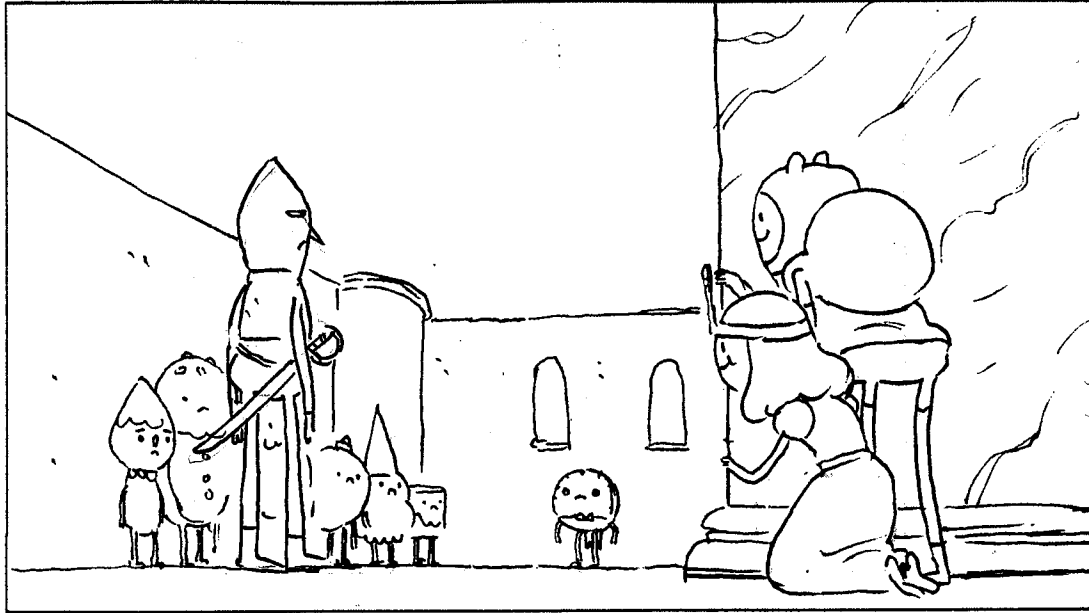
Production :

# ADVENTURE TIME

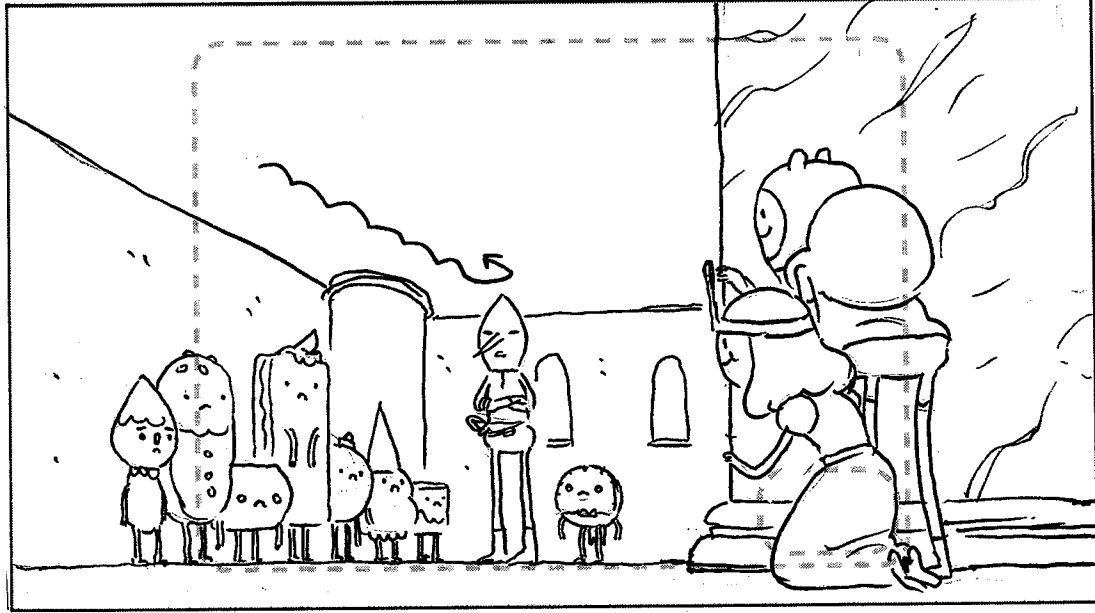


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Sc. 64 Pnl. A Bg. day night



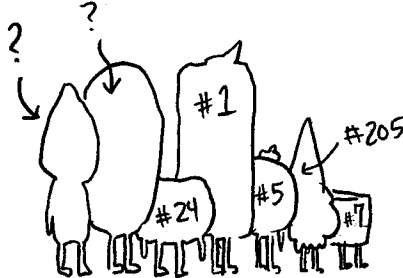
Sc. 64 Pnl. B Bg. day night



Dialog:

Action:

Timing:



(EARL:) well well well

EPISODE #

100859

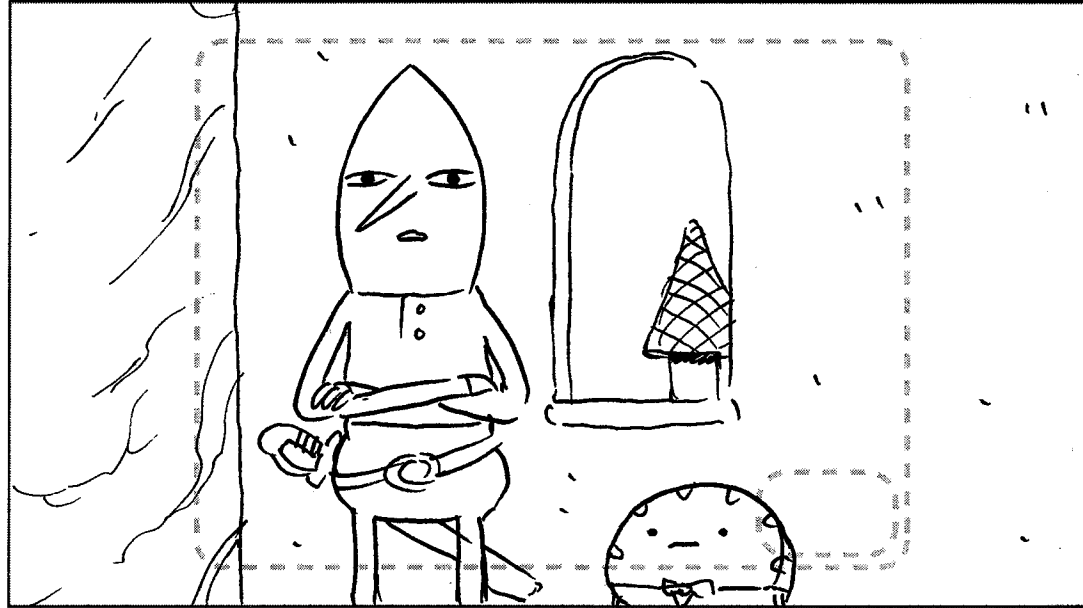
Production :

# ADVENTURE TIME

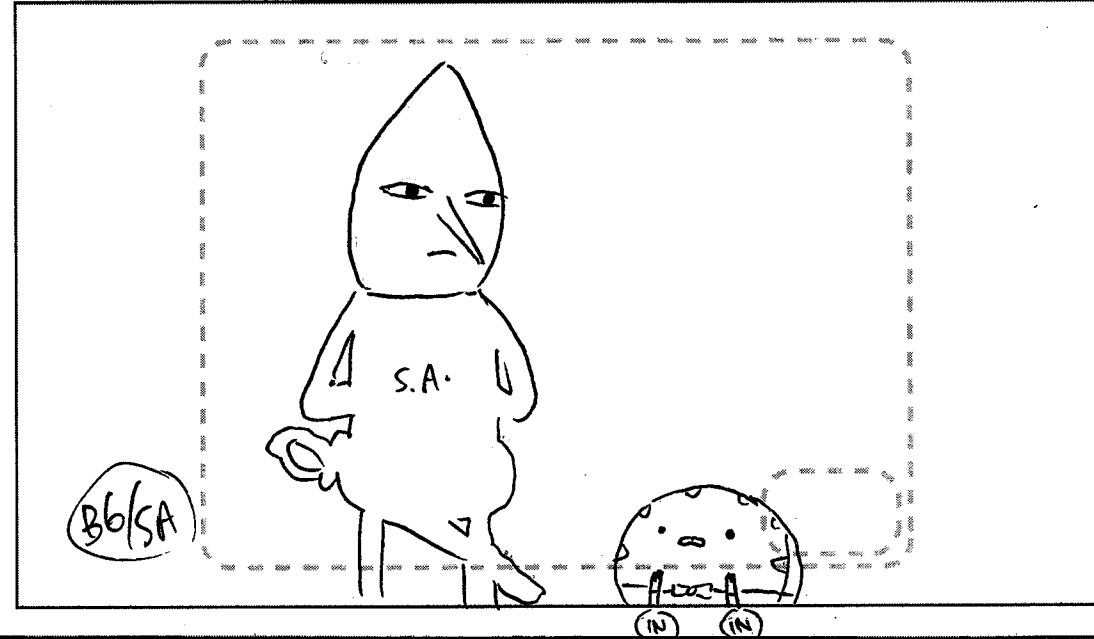


Page 76

Sc. 65 Pnl. A Bg. day night



Sc. 65 Pnl. B Bg. day night



Dialog:

EARL: This is everyone then?

P. Butler: yes - all the castle staff.

Action:

Timing:

Production :

EPISODE #

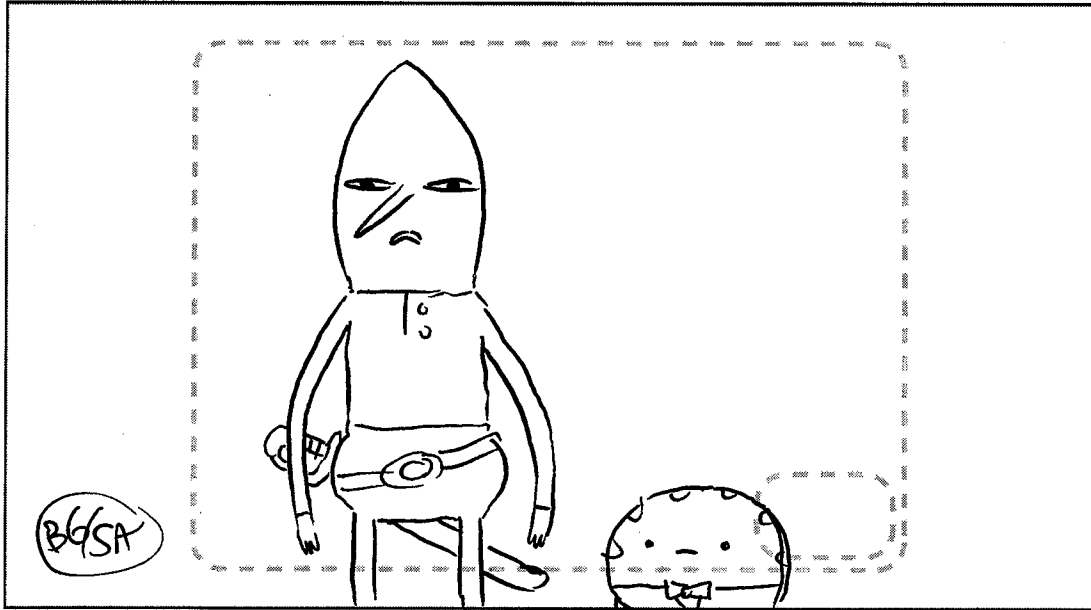
100859

23

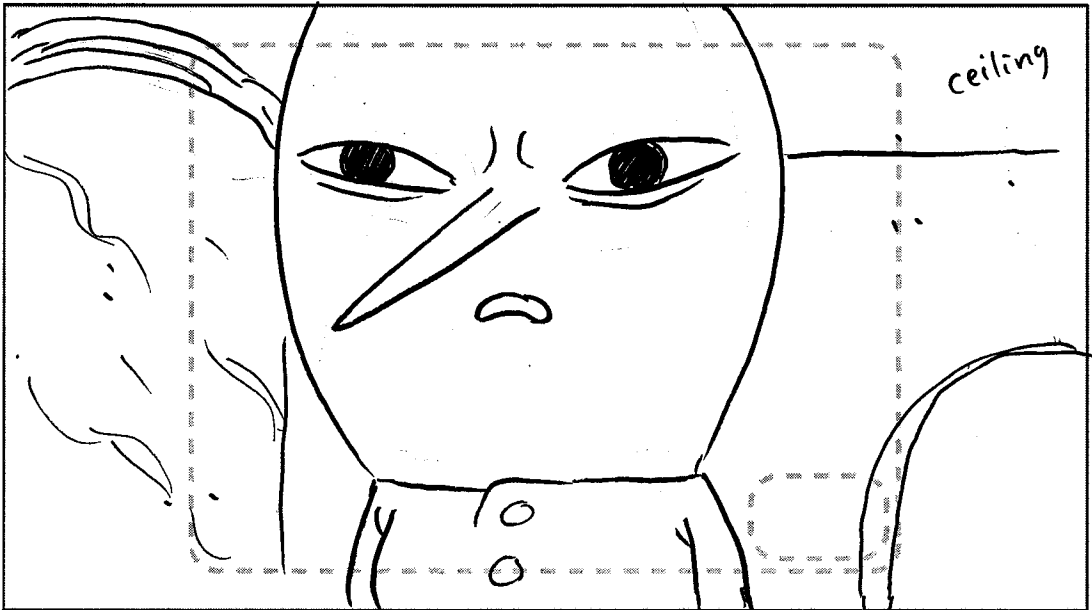
ADVENTURE TIME



Sc. 65 Pnl. C Bg. day night



Sc. 66 Pnl. A Bg. day night



Dialog:	(EARL:) Alright - so which one of you was it?	(EARL:) Who did the thing!?
Action:		
Timing:		

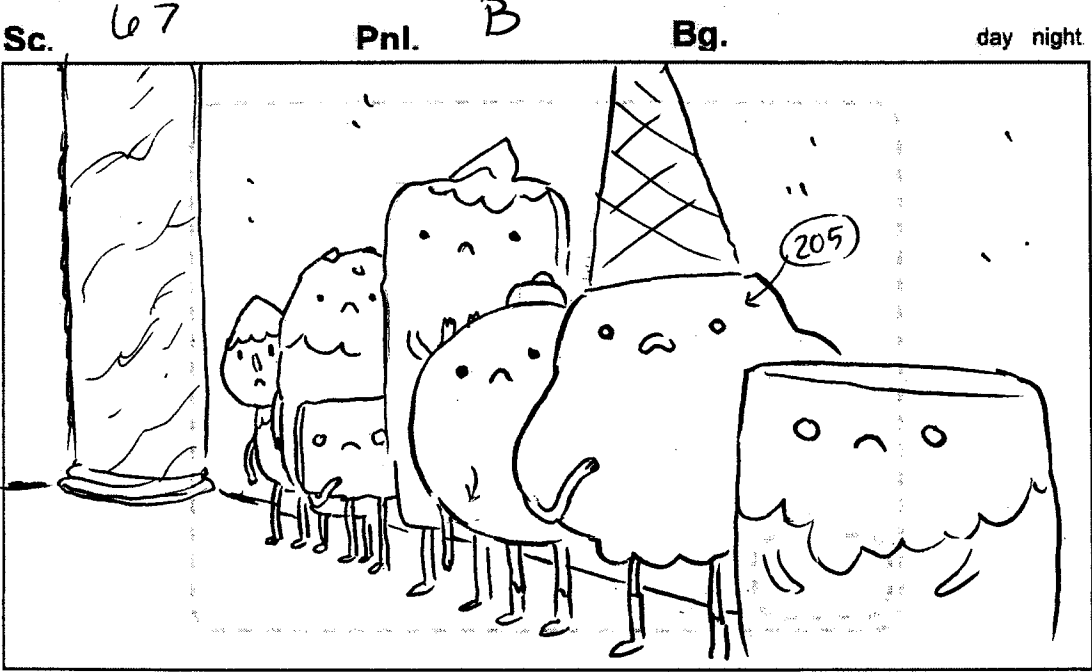
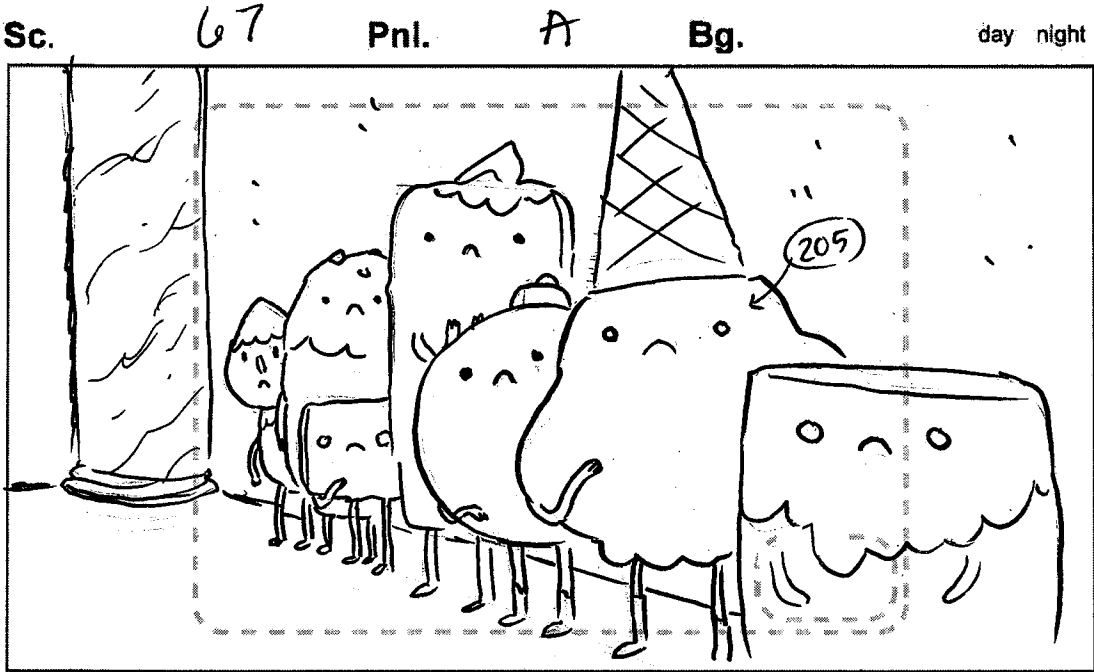
EPISODE #

100859

24

Production :

ADVENTURE TIME



Dialog:	* BEAT *	CP#205: the thing?
Action:		
Timing:		

EPISODE #

100859

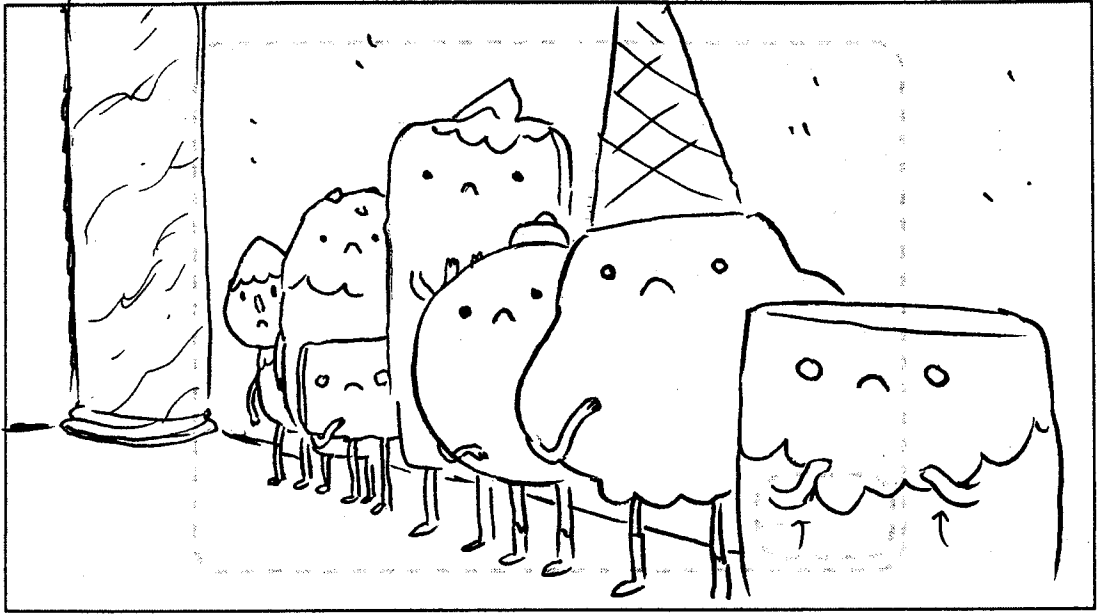
25

Production :

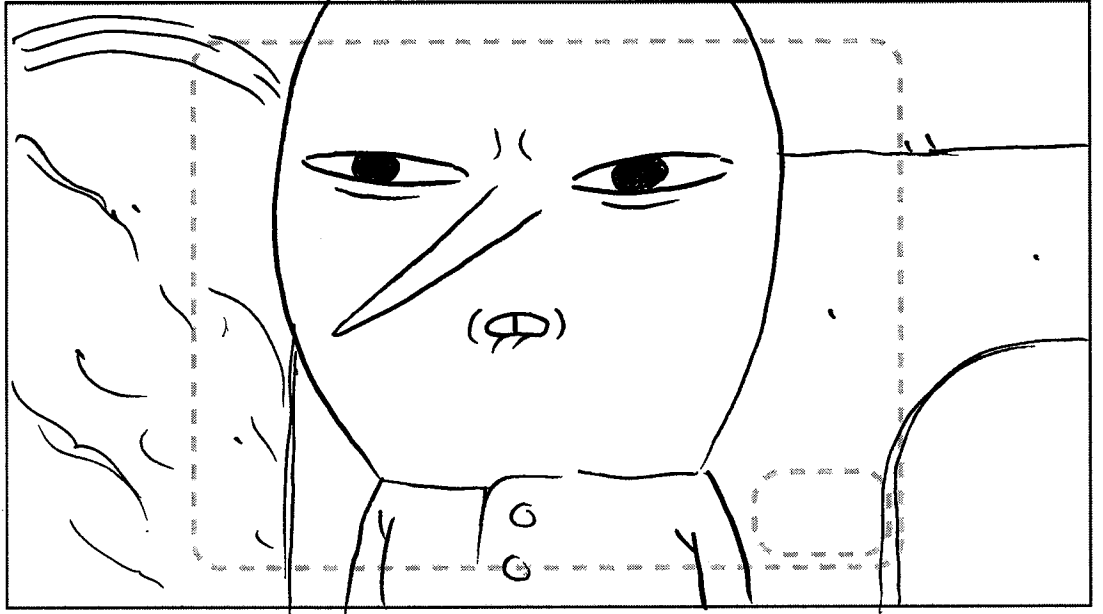
ADVENTURE TIME



Sc. 67 Pnl. C Bg. day night



Sc. 68 Pnl. A Bg. day night



Dialog:

(EARL) (O.S.): fffffffffffffff → (same) → fffffffffffffff →

[this is all one continuous sound: fffffffffffffehnnnnnnnnnnAHNNNNNN]

Action:

Timing:

EPISODE #

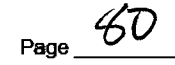
Production :

100859

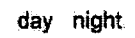
92



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day night



**Production :**

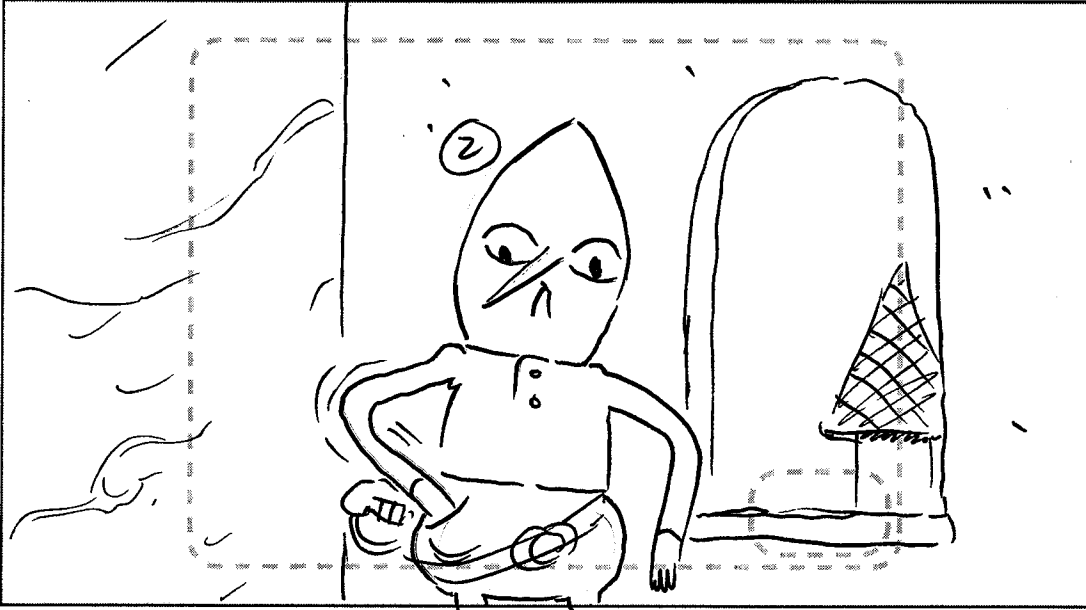
100856

37

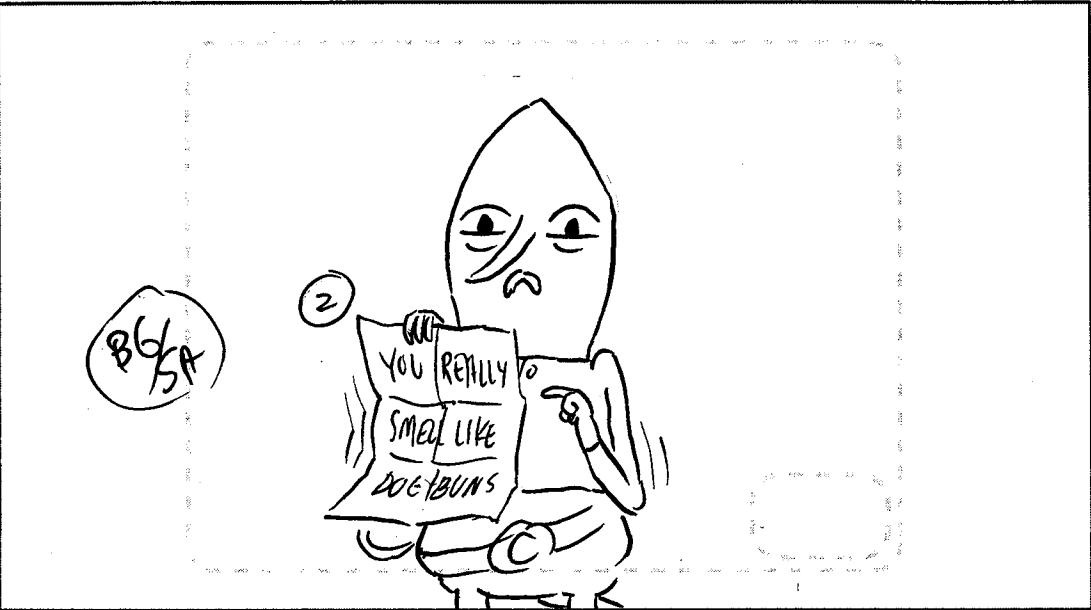
ADVENTURE TIME



Sc. 69 Pnl. A Bg. day night



Sc. 69 Pnl. B Bg. day night

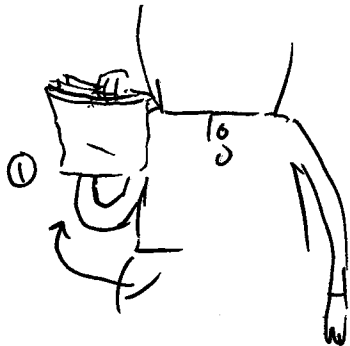


Dialog:

Action:

Timing:

EARL: The thing!  
The thing!



Production :

EPISODE #

100859

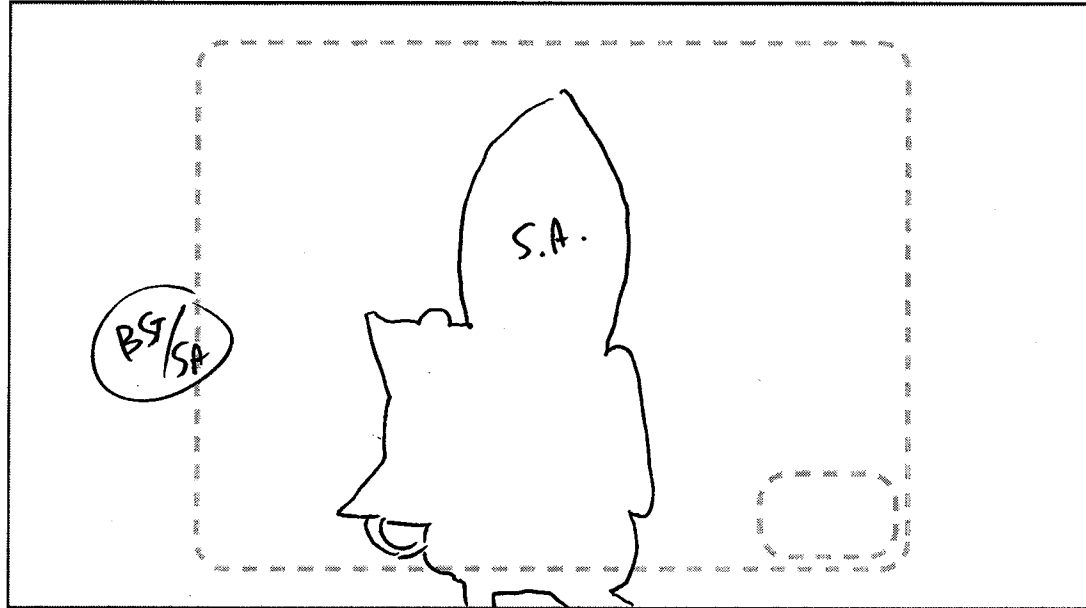
28

# ADVENTURE TIME

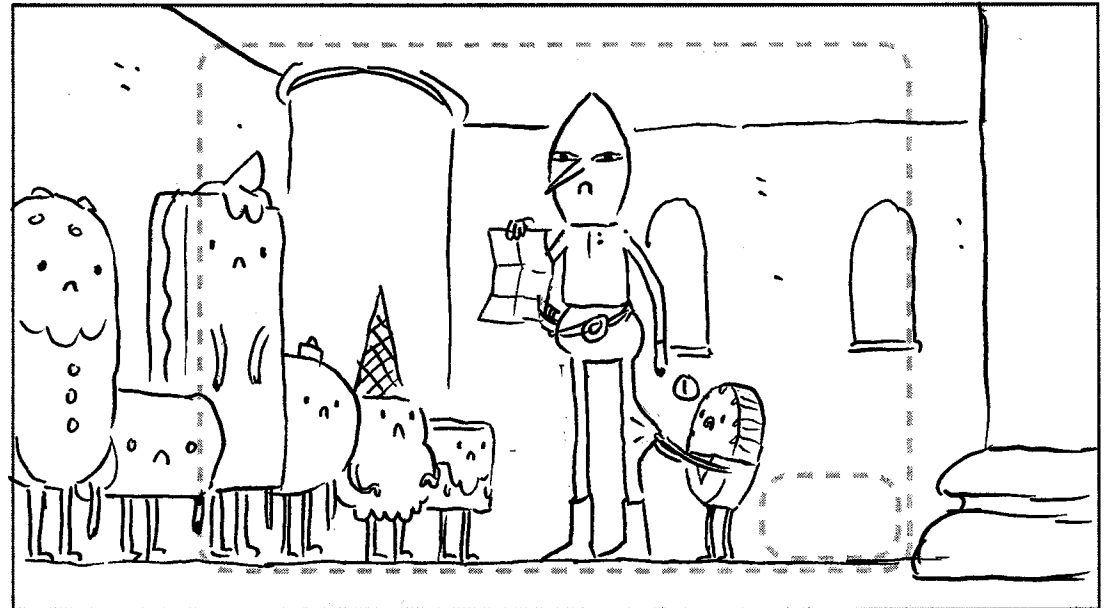


Page 88

Sc. 69 Pnl. C Bg. day night



Sc. 70 Pnl. A Bg. day night



Dialog:

Peppermint Butler (O.S.): hey...hey -

P. Butler: hey man

Action:

(1)(2)(1)(2)(1)(2)  
P. butler pulls on Earl's pant leg -



Timing:

EPISODE #

100859

Production :

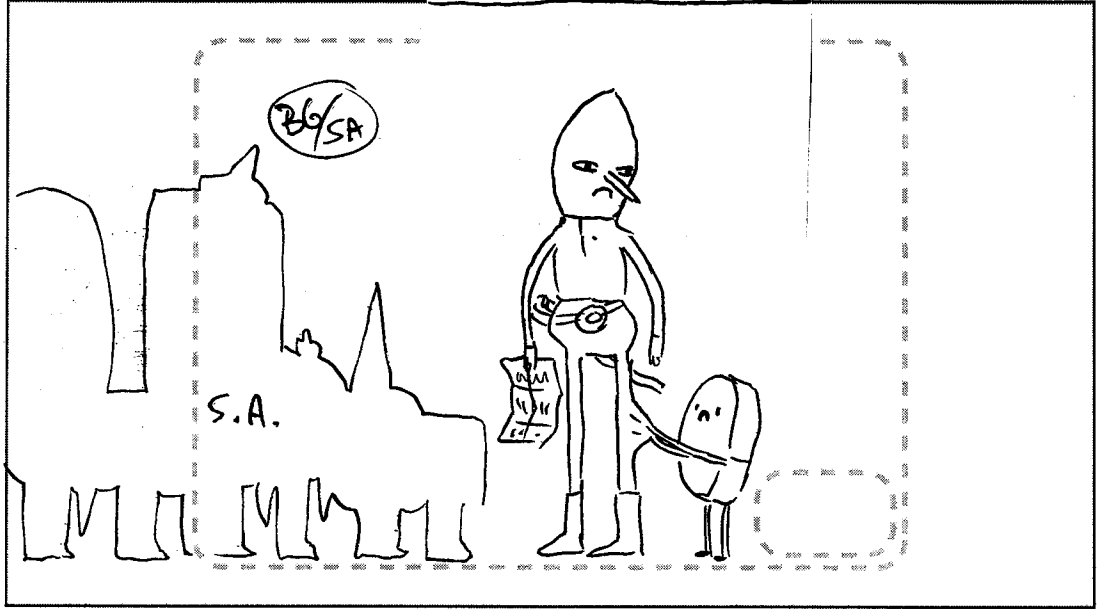
29

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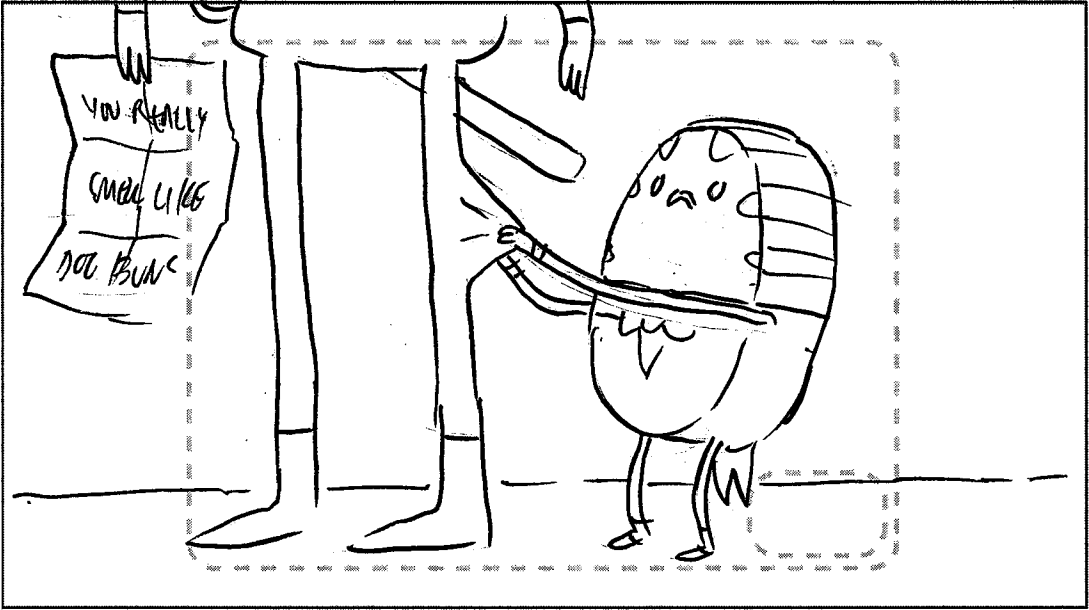
ADVENTURE TIME



Sc. 70 Pnl. B day night



Sc. 71 Pnl. A Bg. day night



Dialog:	<p>(P. Butler:) calm down.</p>	<p>(P. Butler:) it's just a prank, man...</p>
Action:		
Timing:		

EPISODE #

Production :

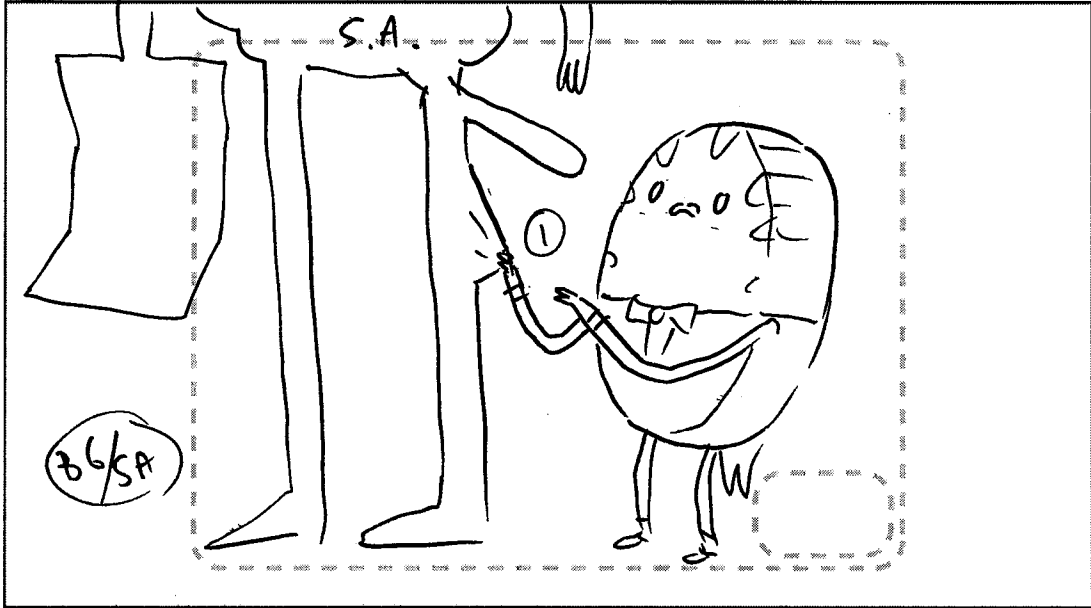
100859

30

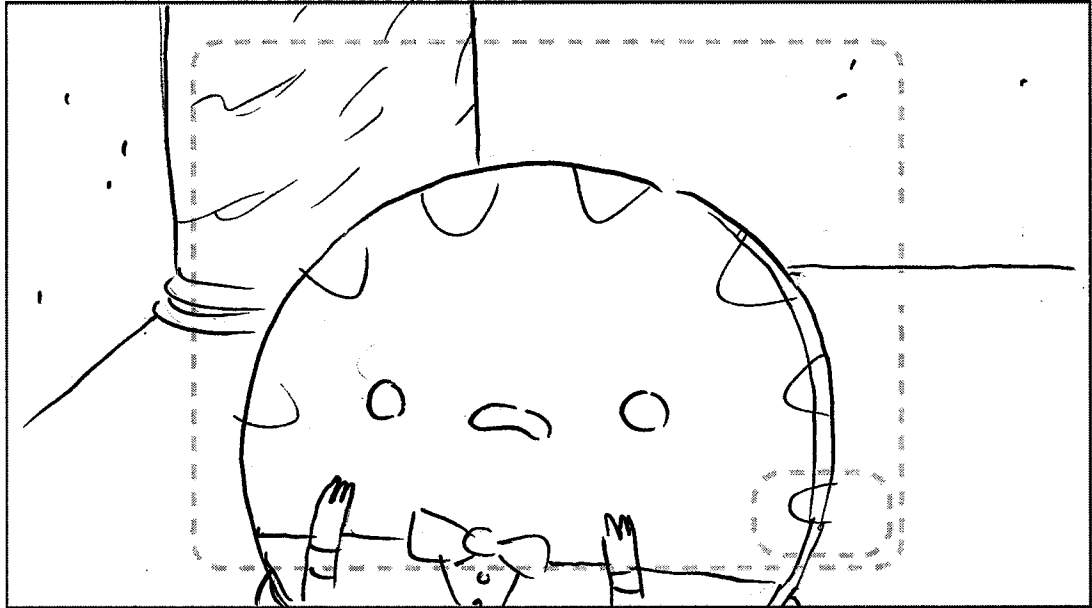
ADVENTURE TIME




Sc. 71 Pnl. B Bg. day night



Sc. 72 Pnl. A Bg. day night



Dialog:	<p>(P. Butler:) ...for laughs.</p>	<p>(P. But :) if you can't take a joke →</p>
Action:		
Timing:		

100859

EPISODE #

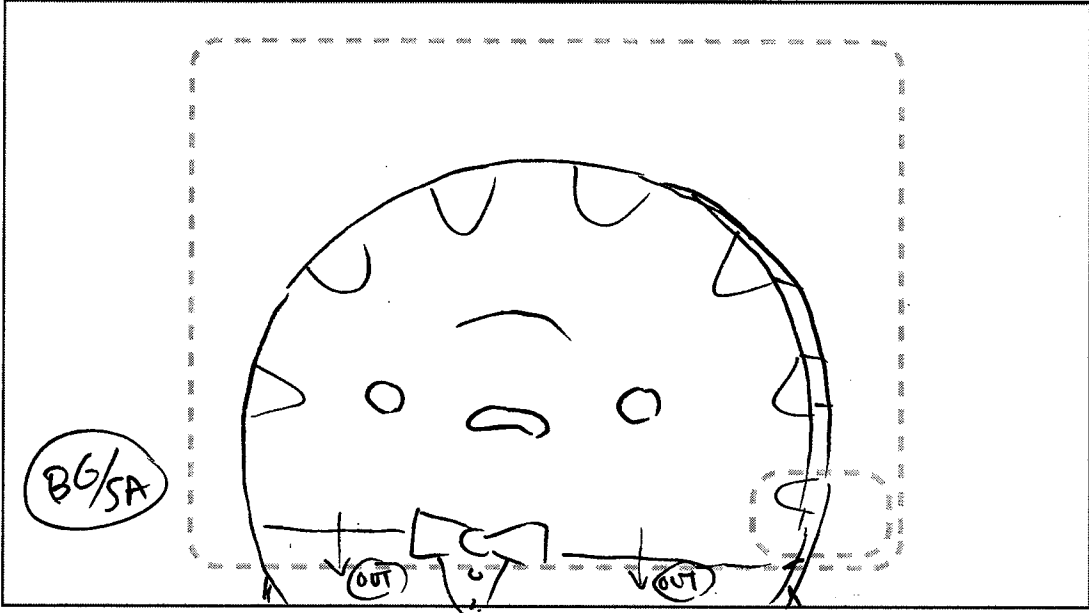
31

Production :

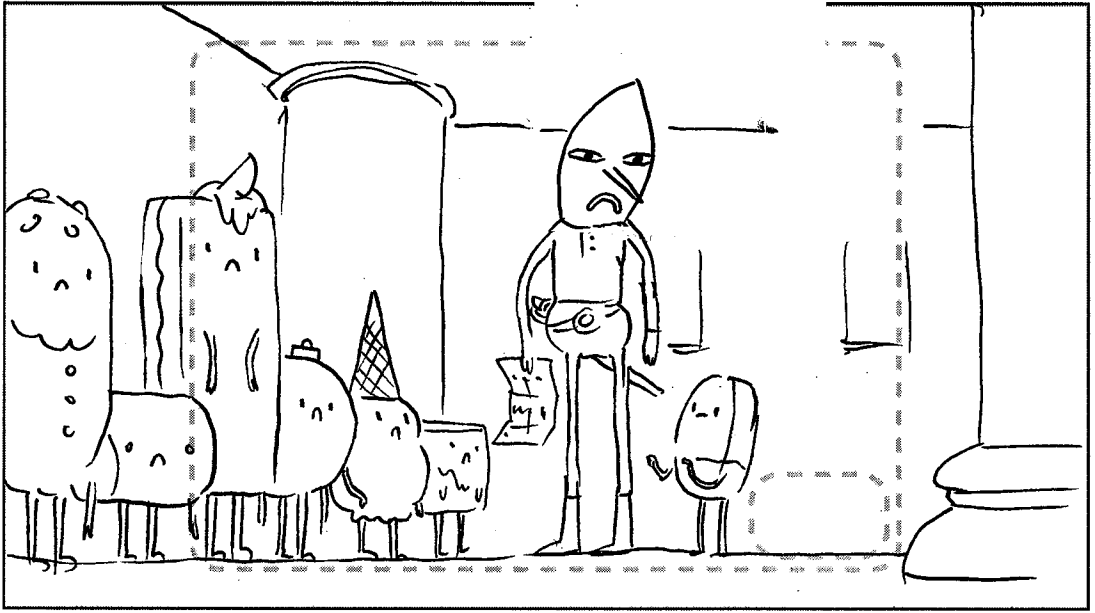
ADVENTURE TIME



Sc. 72 Pnl. B Bg. day night



Sc. 73 Pnl. A day night



Dialog:

P.BUT: maybe you should go, man.  
Back home ... to Lemonsnatch.

EARL: prank?

Action:

Timing:

100859

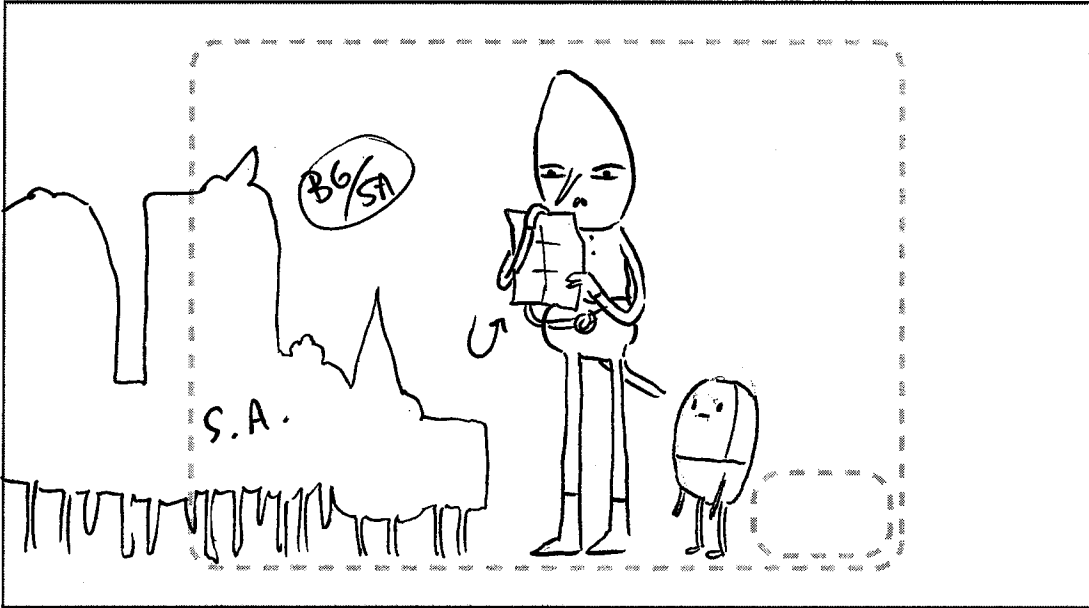
EPISODE #

Production :

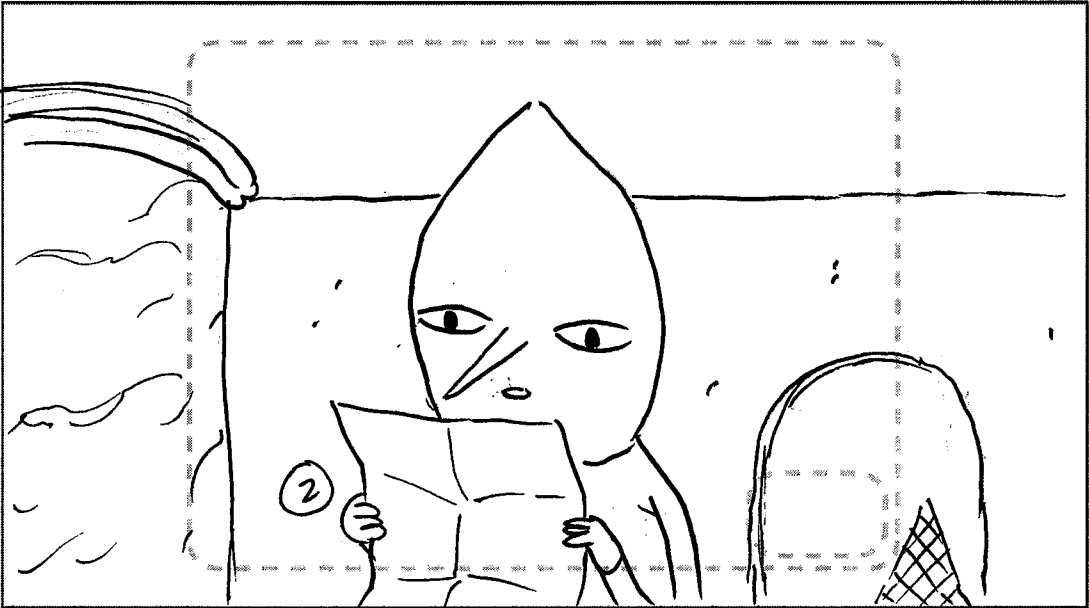
ADVENTURE TIME



Sc. 73 Pnl. B Bg. day night



Sc. 74 Pnl. A Bg. day night



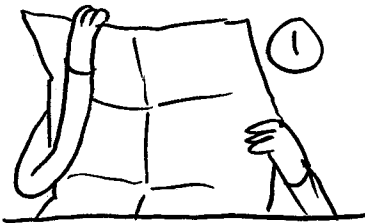
Dialog:

EARL: for laughs?

EARL: Yes of course...  
No need to go.

Action:

Timing:



Production :

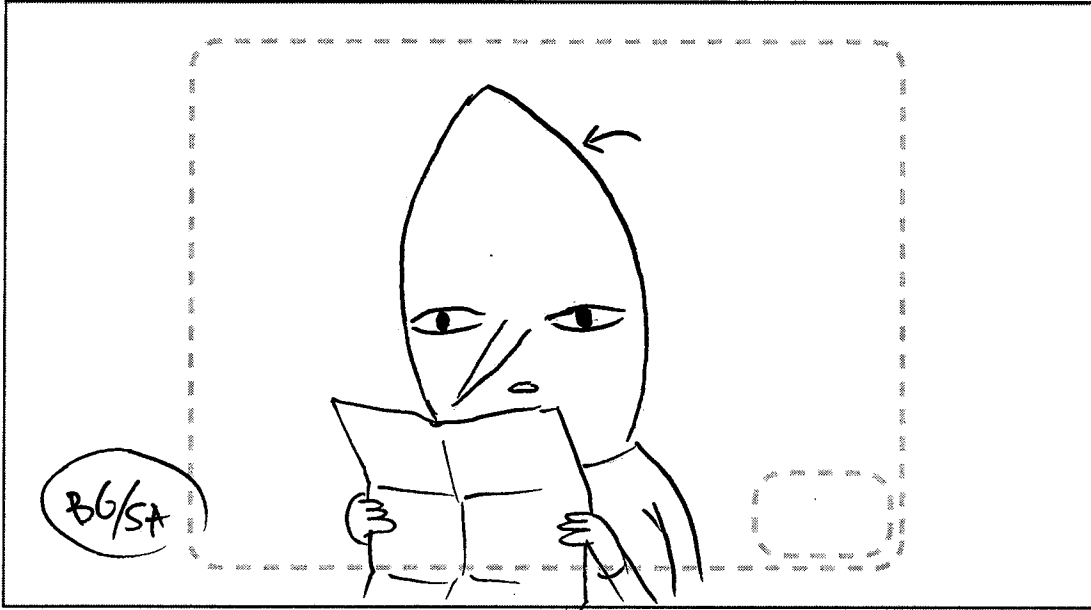
EPISODE #

100859

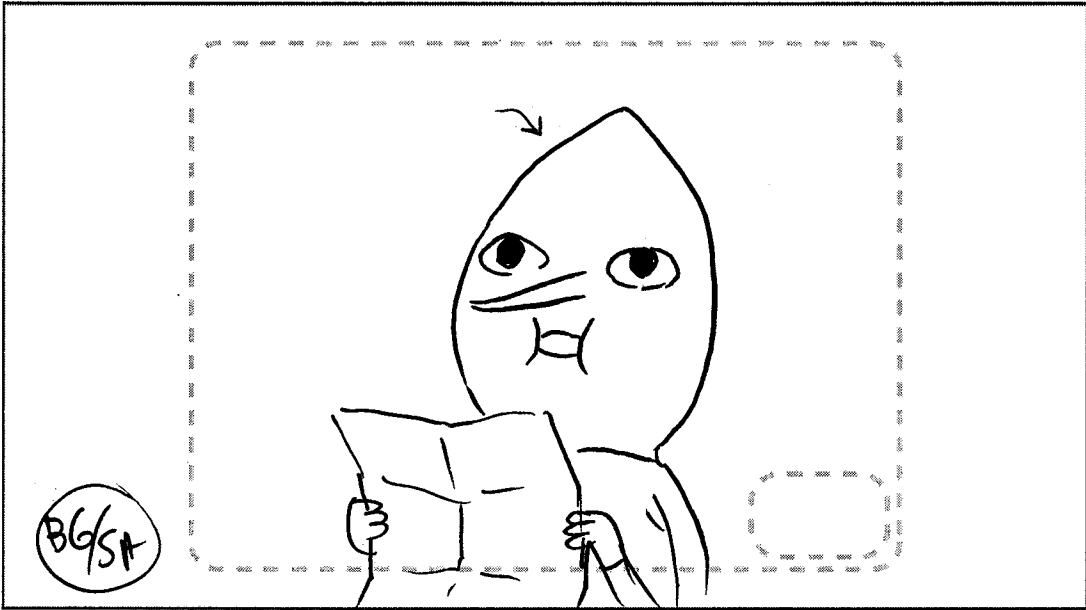
ADVENTURE TIME



Sc. 74 Pnl. B Bg. day night



Sc. 74 Pnl. C Bg. day night



Dialog:	<p>(EARL): just a harmless prank... for laughs.</p>	<p>(EARL): * INHALE!! *</p>
Action:	<p>Earl inhales deeply</p>	
Timing:		

EPISODE # 100859

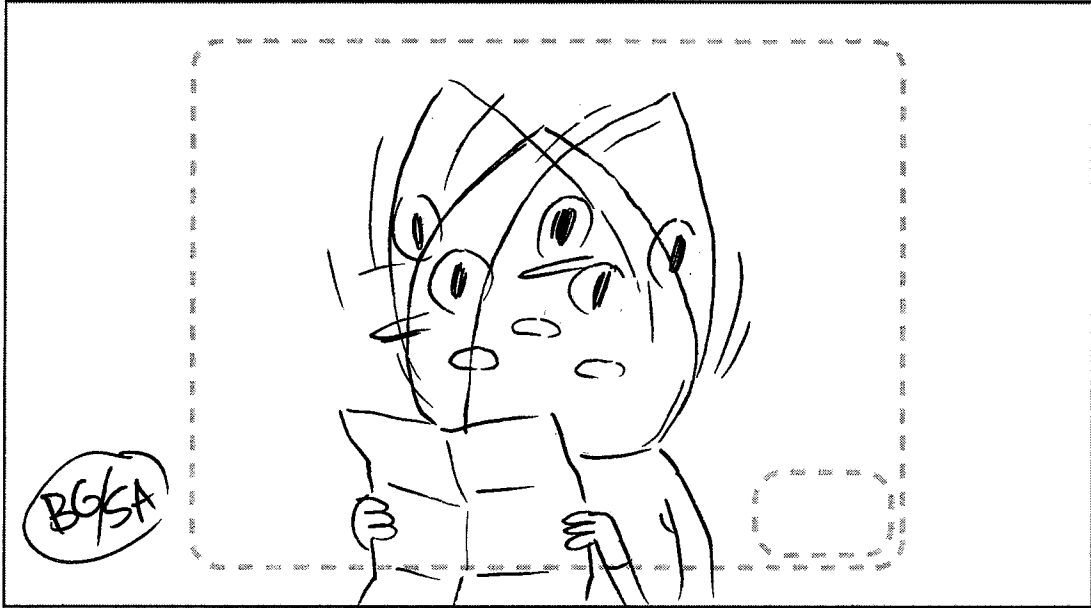
Production :



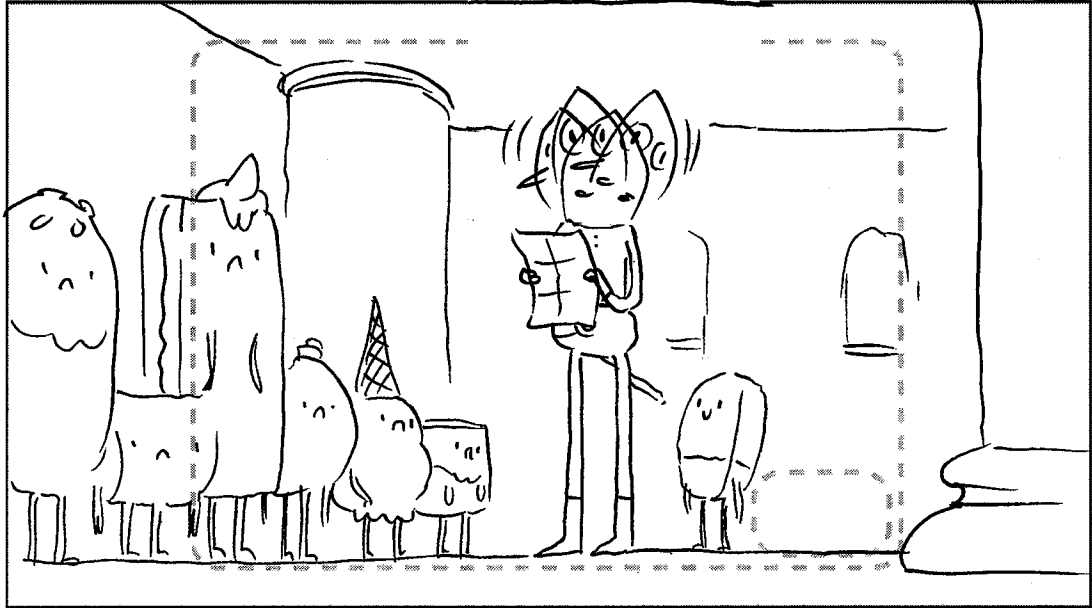
ADVENTURE TIME



Sc. 74 Pnl. D Bg. day night



Sc. 75 Pnl. A day night



Dialog:	<p>(EARL:) HA - HA - HA - HA - HA - HA - HA →</p> <p>(EARL:) (still some laugh) HA HA HA HA HA HA HA</p>
Action:	<p>Earl's head bounces around rapidly with each "ha" (can on one's with motion blur?)</p>
Timing:	

100859

35

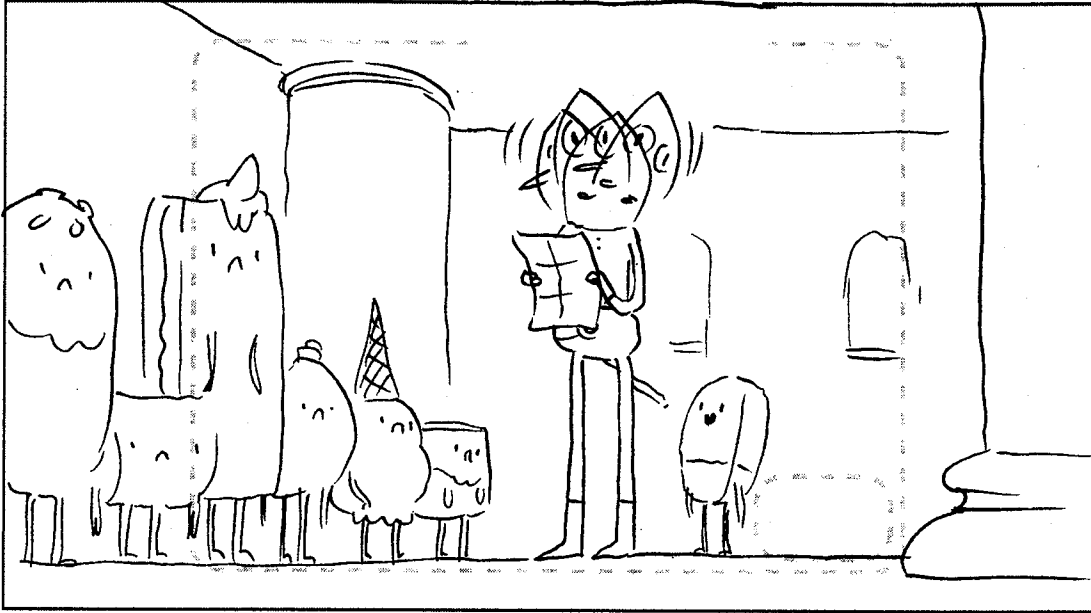
EPISODE #

Production :

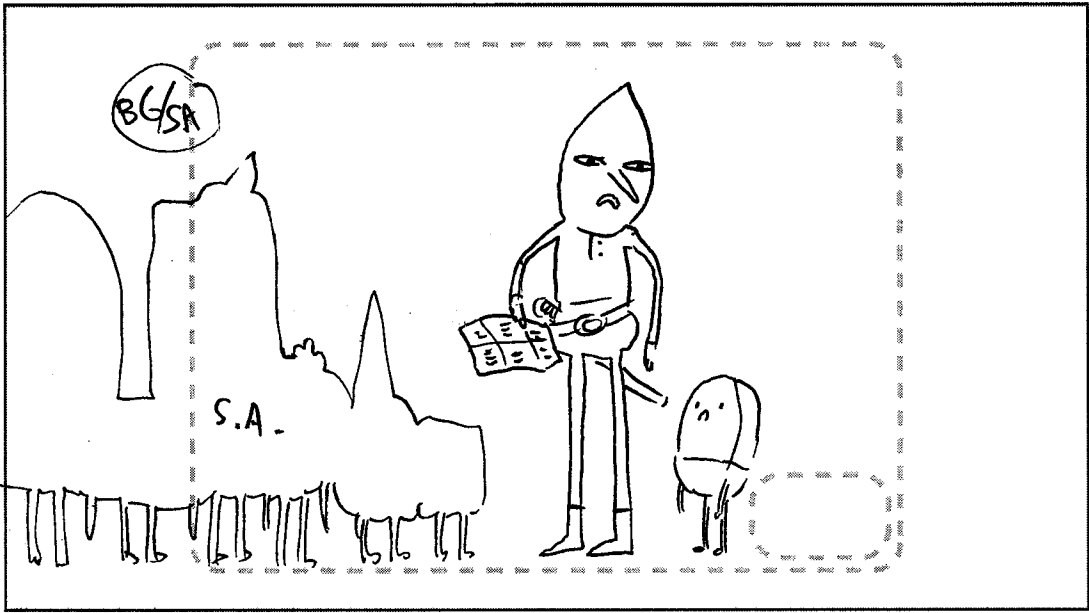
ADVENTURE TIME



Sc. 75 Pnl. B Bg. day night



Sc. 75 Pnl. C Bg. day night



Dialog:

EARL: (still some bugh) HA-HA-HA-HA-HA

P.BUT: eh... ha ha...

EARL: 12 years dungeon.

Action:

Timing:

EPISODE #

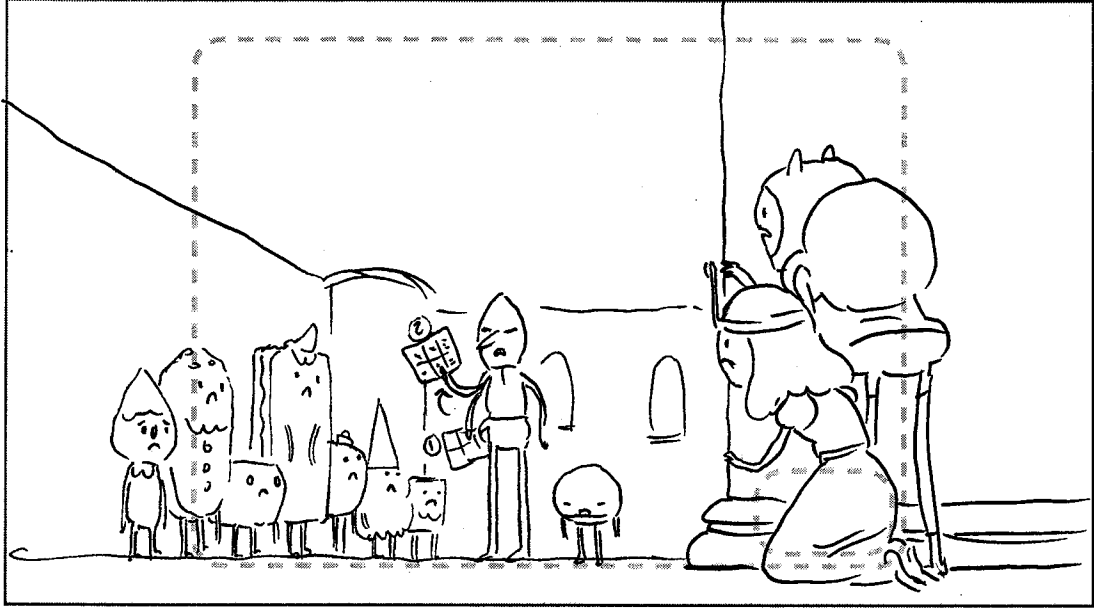
100859

Production :

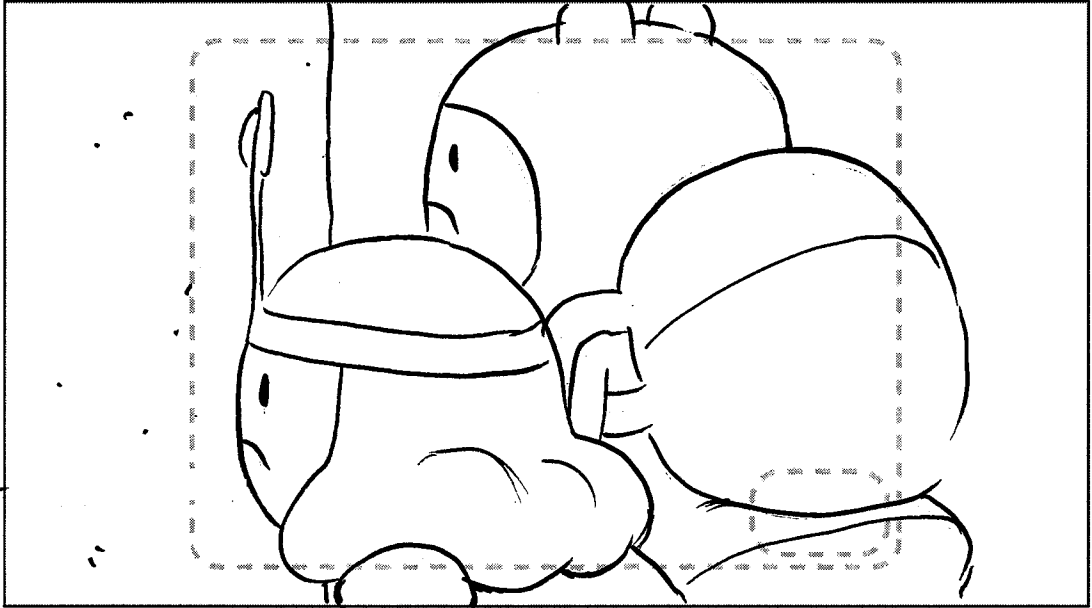
ADVENTURE TIME



Sc. 76 Pnl. A Bg. day night



Sc. 77 Pnl. A Bg. day night



Dialog:	<p>(EARL:) All of you - Dungeon - 7 years, no trials.</p>	<p>(EARL: O.S.) c'mon let's move it.</p>
Action:		
Timing:		

EPISODE # 100859

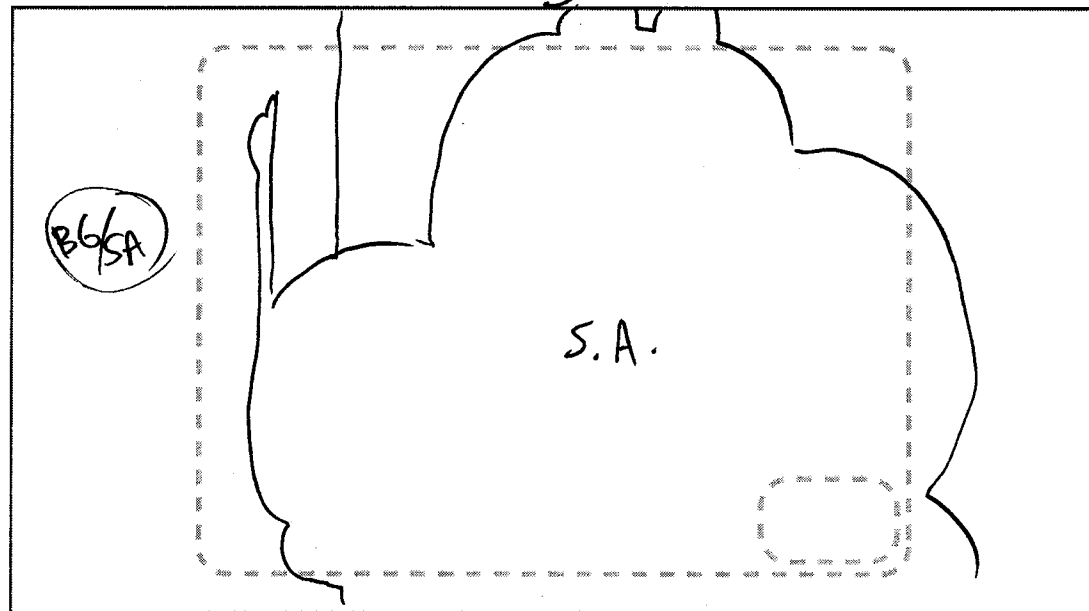
Production :

# ADVENTURE TIME

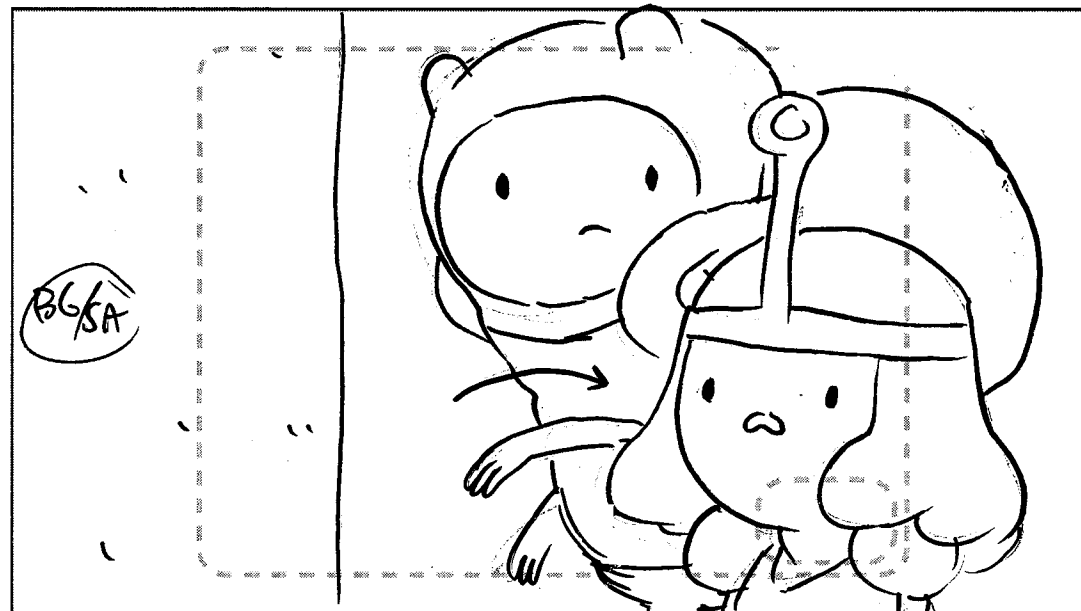


Page 91

Sc. 77 Pnl. B Bg. day night



Sc. 77 Pnl. C Bg. day night



Dialog:

- ① Candy people (O.S.) (WALLA):  
 2w man  
 2h, c'mon  
 ahhh...  
 2w
- ② \* footsteps, ... door-shut \*

P. Bubbs:  
 sigh...

Action:

Timing:

EPISODE #

100859

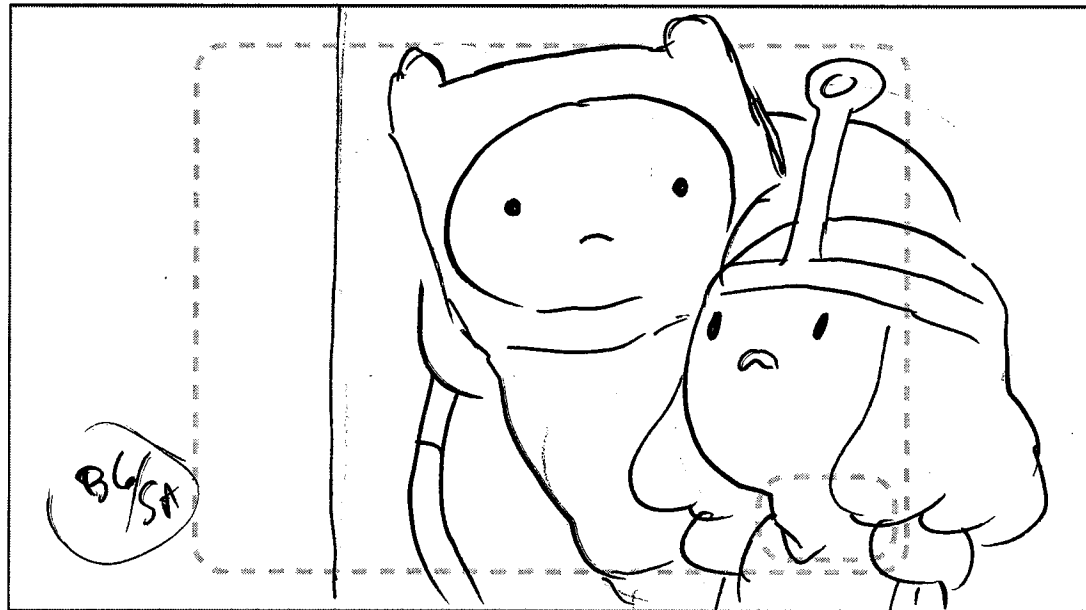
Production :

# ADVENTURE TIME

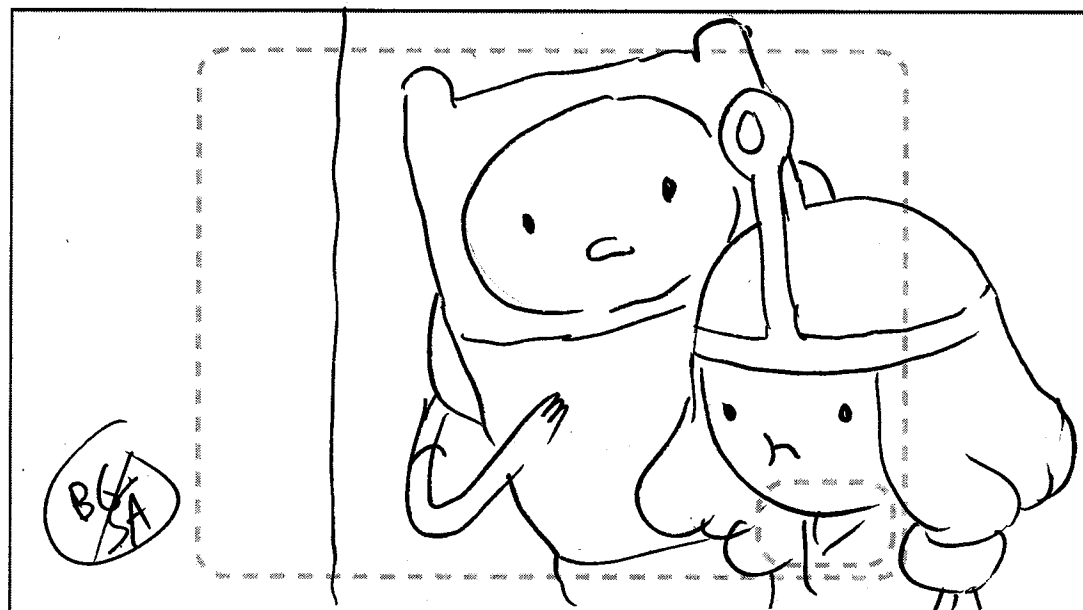


Page 92

Sc. 77 Pnl. D Bg. day night



Sc. 77 Pnl. E Bg. day night



Dialog:

(F): I don't think that worked out too math, Finn.

(F): What? No, no-

Action:

Timing:

EPISODE #

100859

39

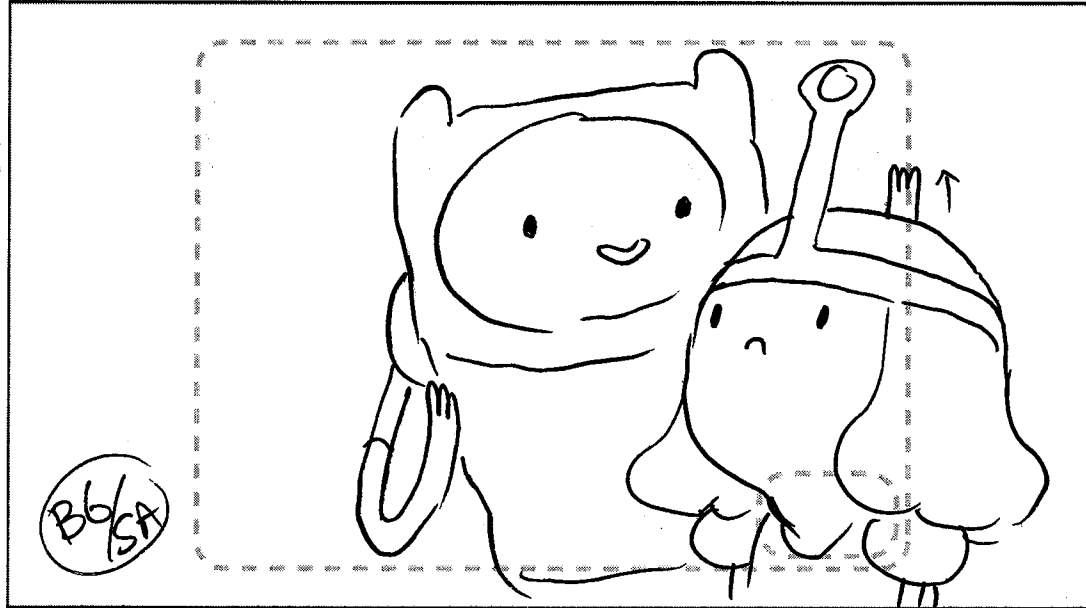
Production :

# ADVENTURE TIME

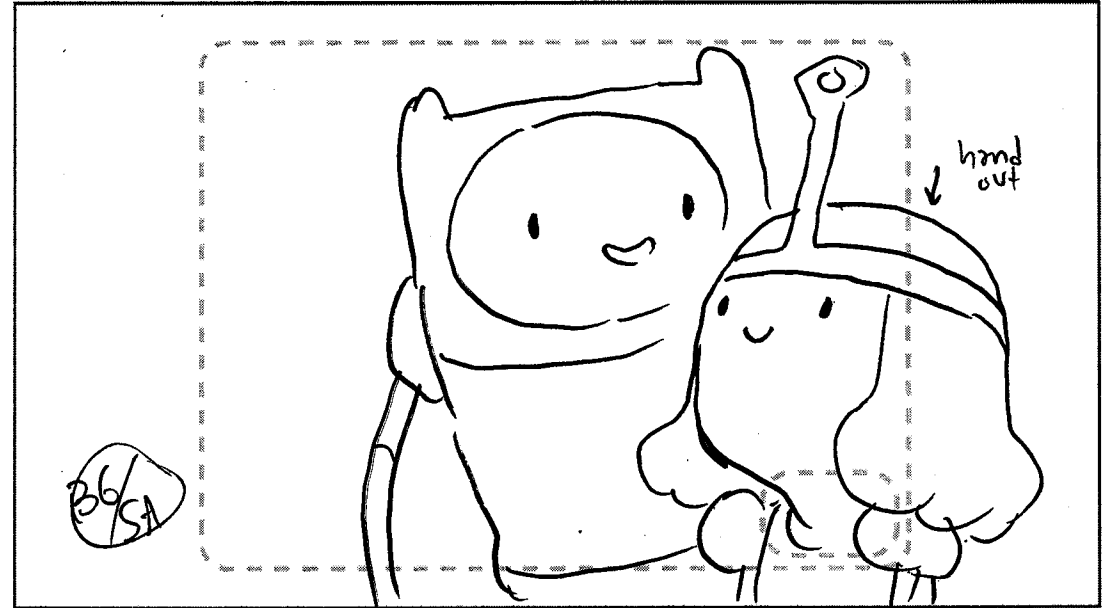


Page 93

Sc. 77 Pnl. F Bg. day night



Sc. 77 Pnl. G Bg. day night



Dialog:

(F:) He just needs some more  
prankins to finish the job.

(F:) let's try it my way this  
time, okay?

Action:

Timing:

100859

EPISODE #

Production :

46

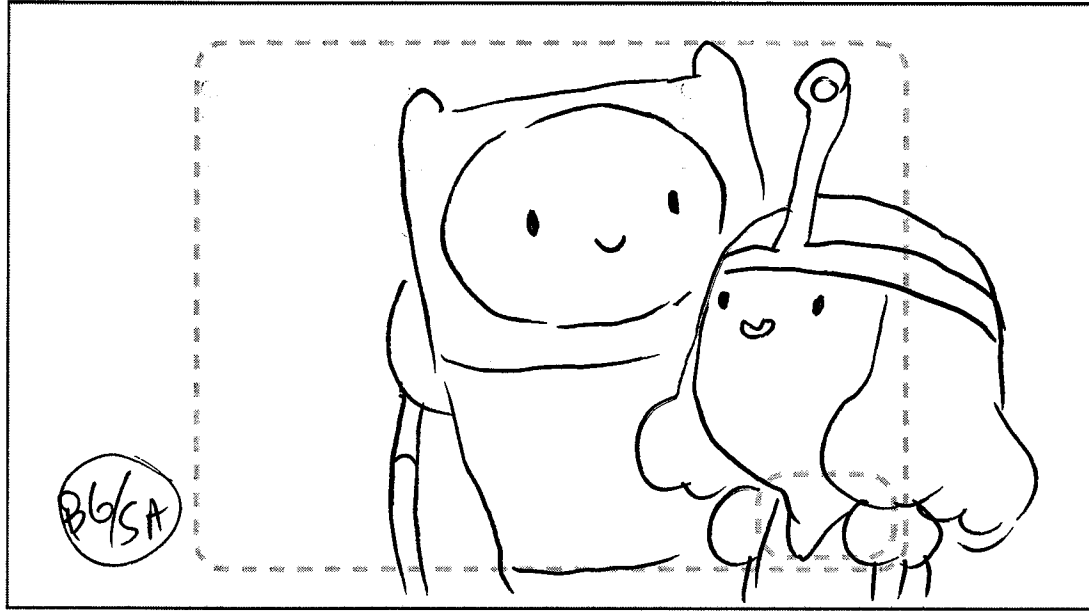
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# ADVENTURE TIME

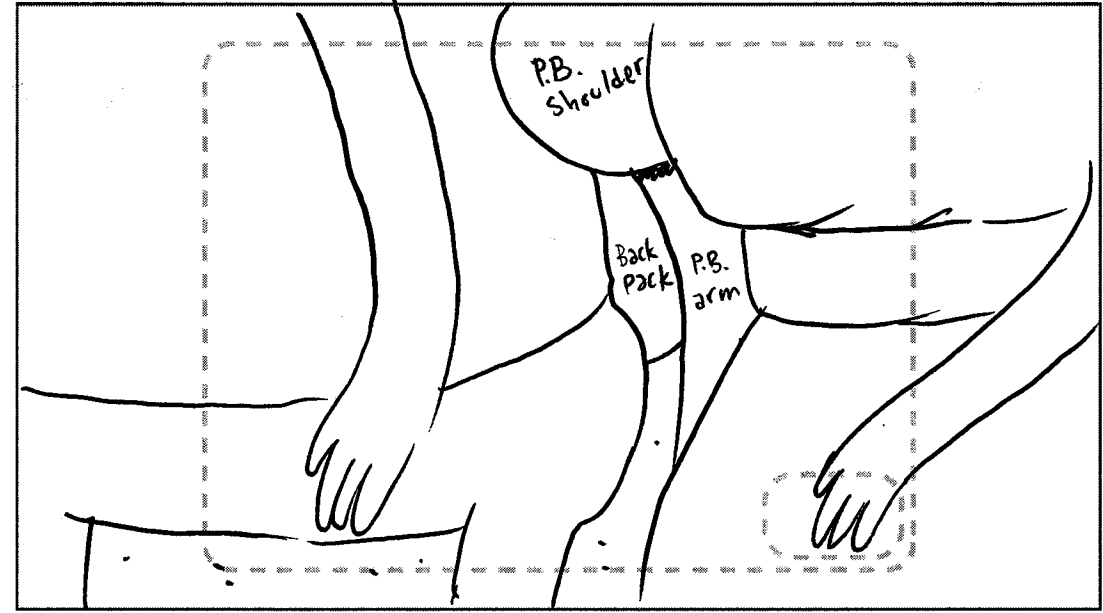


Page 94

Sc. 77 Pnl. H Bg. day night



Sc. 78 Pnl. A Bg. day night



Dialog:
<p>(PB:) okay</p>
Action:
Timing:

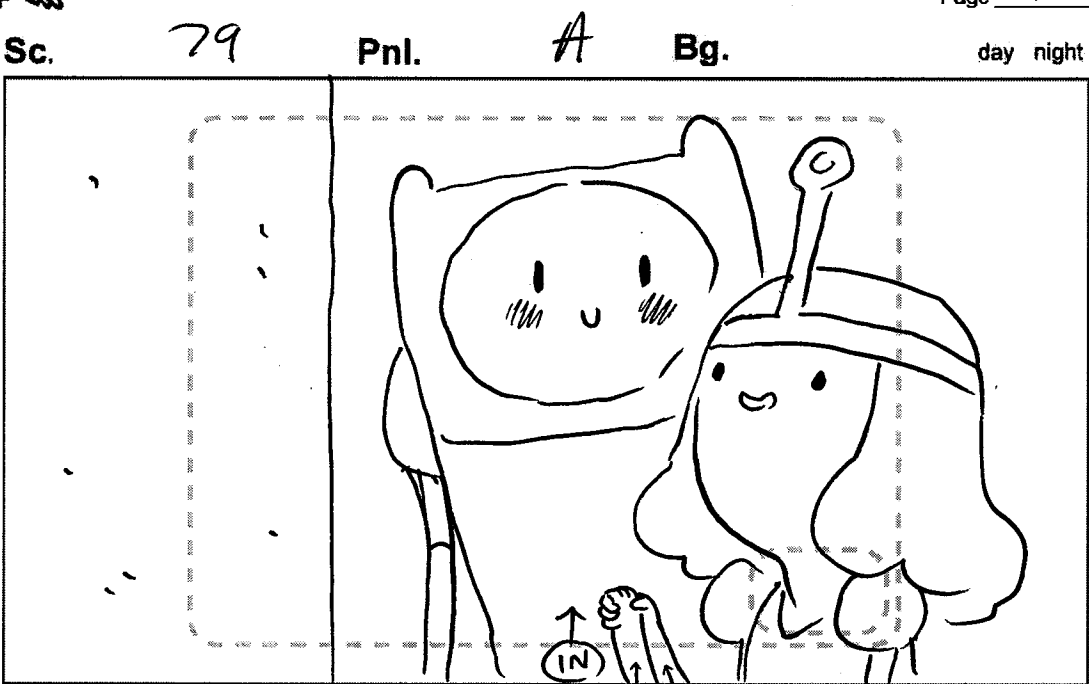
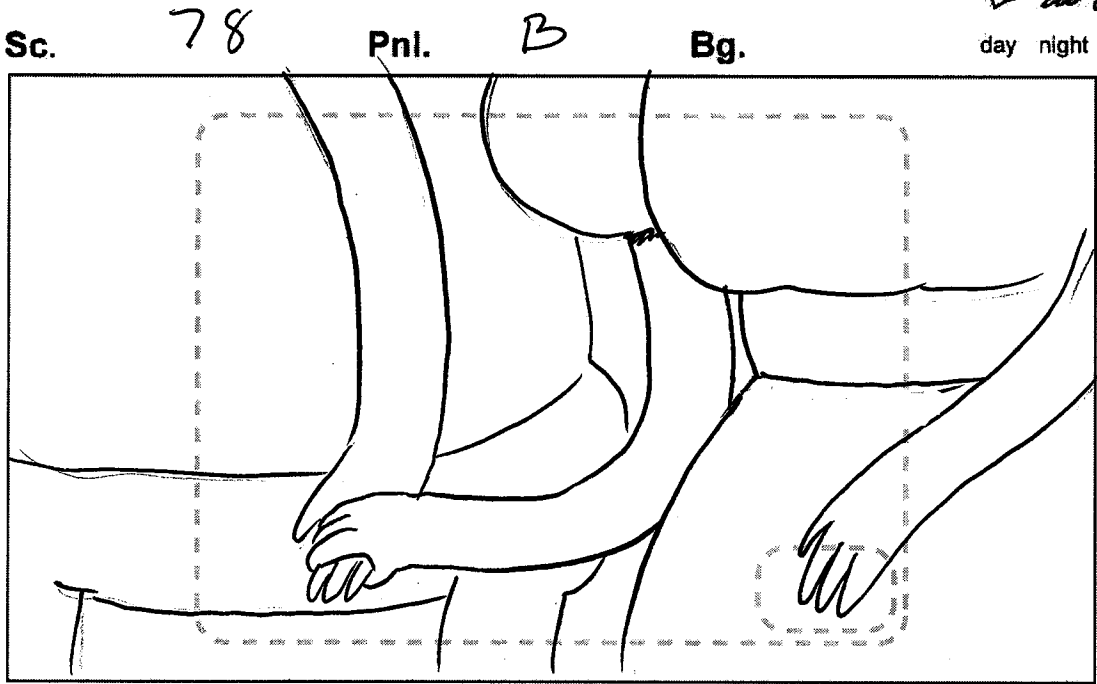
EPISODE #

Production :

100859

41

ADVENTURE TIME



Dialog:

(P.B.) thanks Finn..

Action:

Timing:

100859

42

EPISODE #

Production :

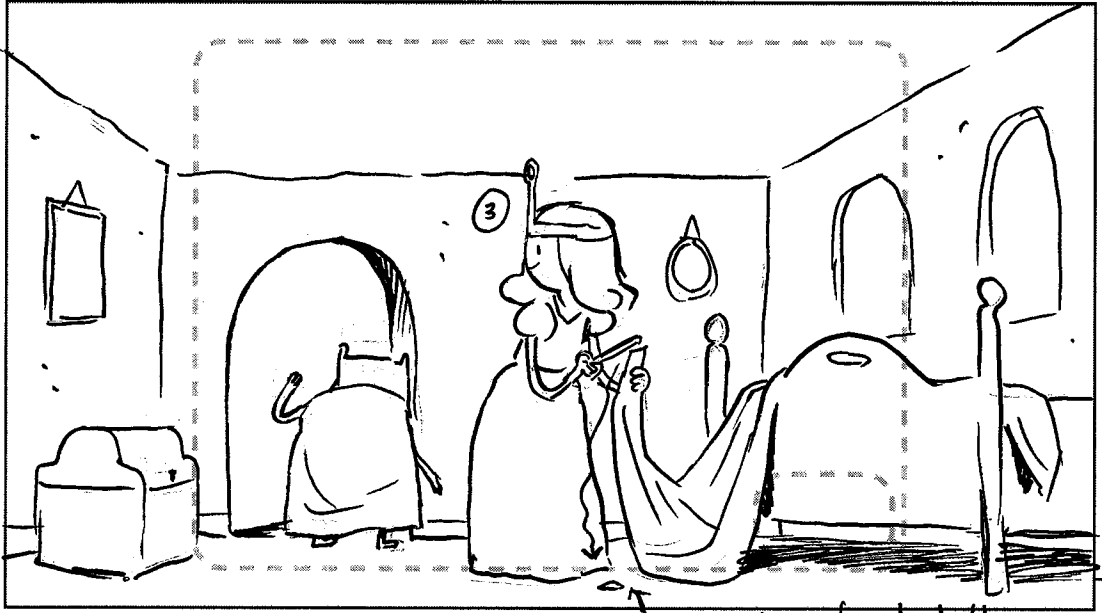


ADVENTURE TIME

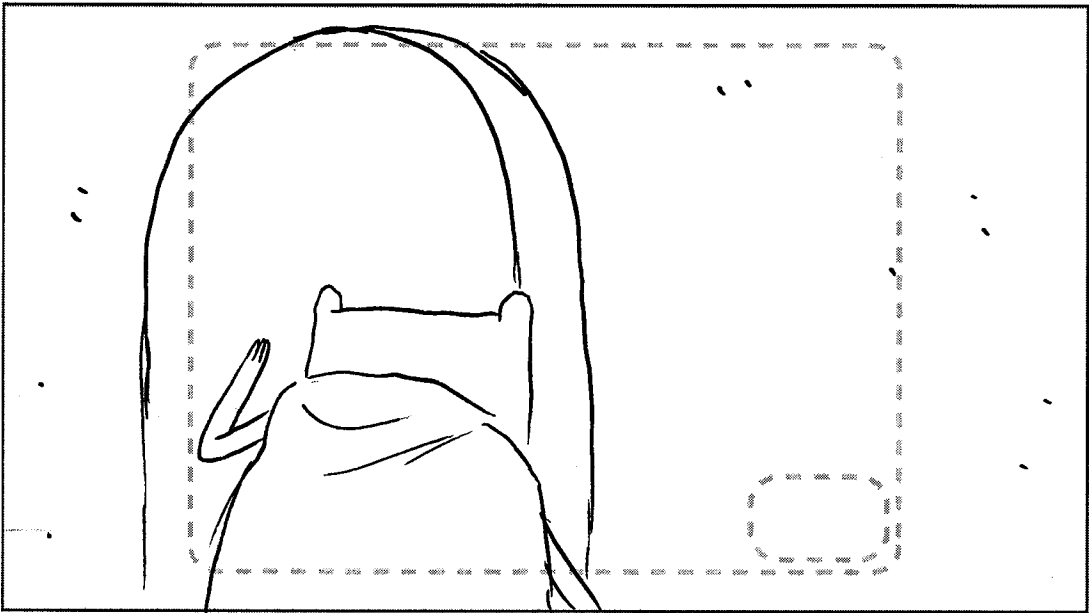


Page 96

Sc. 80 Pnl. A Bg. day night





Sc. 81 ~~80~~ Pnl. ~~B~~ A Bg. day night



Dialog:

Action: P.B. cuts a hole in the sheet

Timing:



EPISODE # 100859 43

Production :

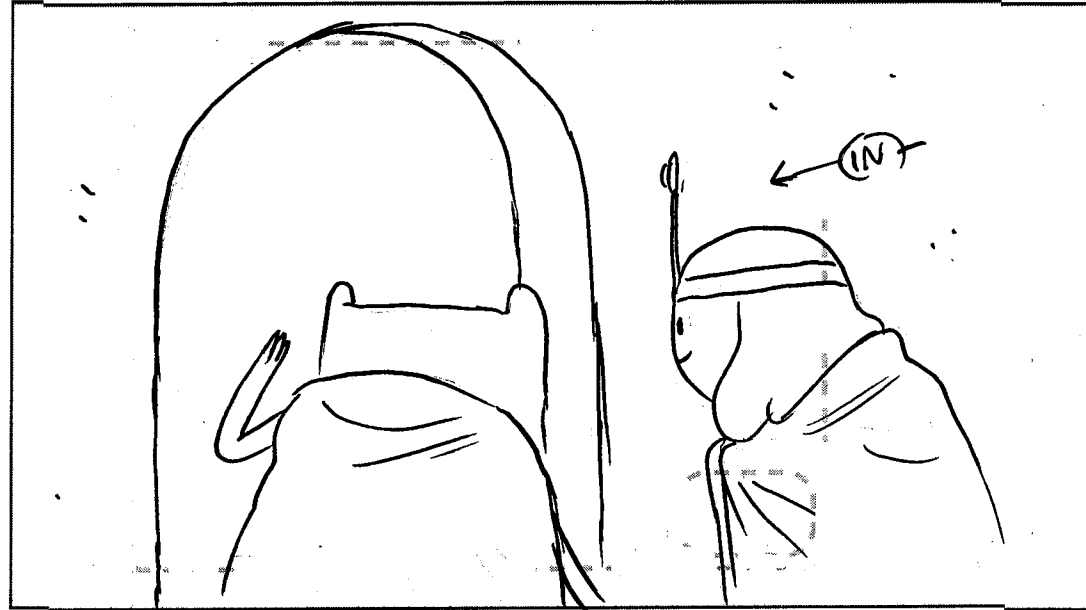
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# ADVENTURE TIME

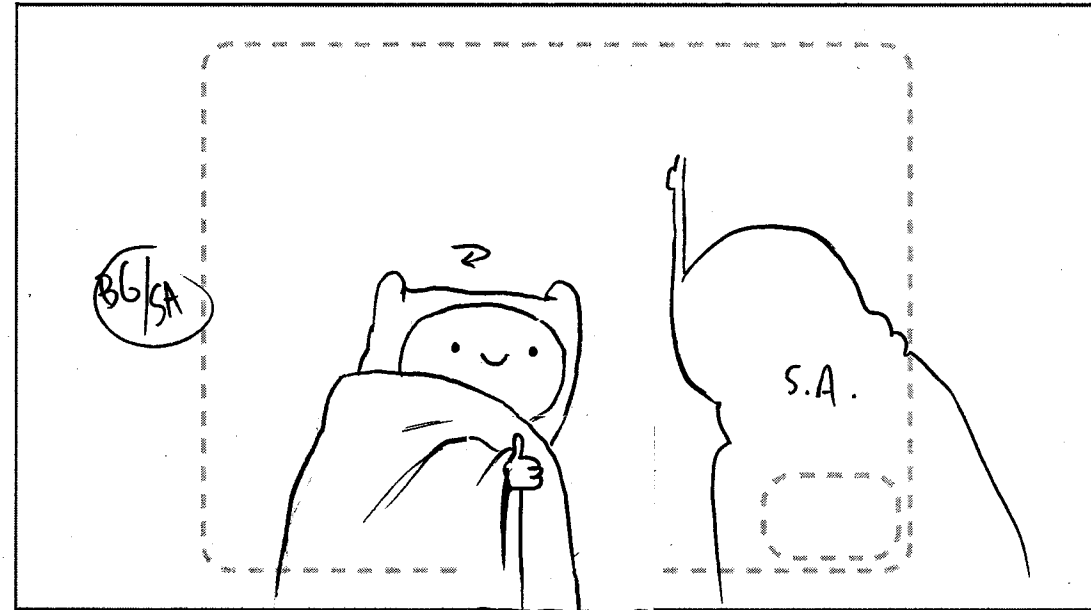


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Sc. 81 Pnl. B Bg. day night



Sc. 81 Pnl. C Bg. day night



Dialog:

Action:

Timing:

EPISODE #

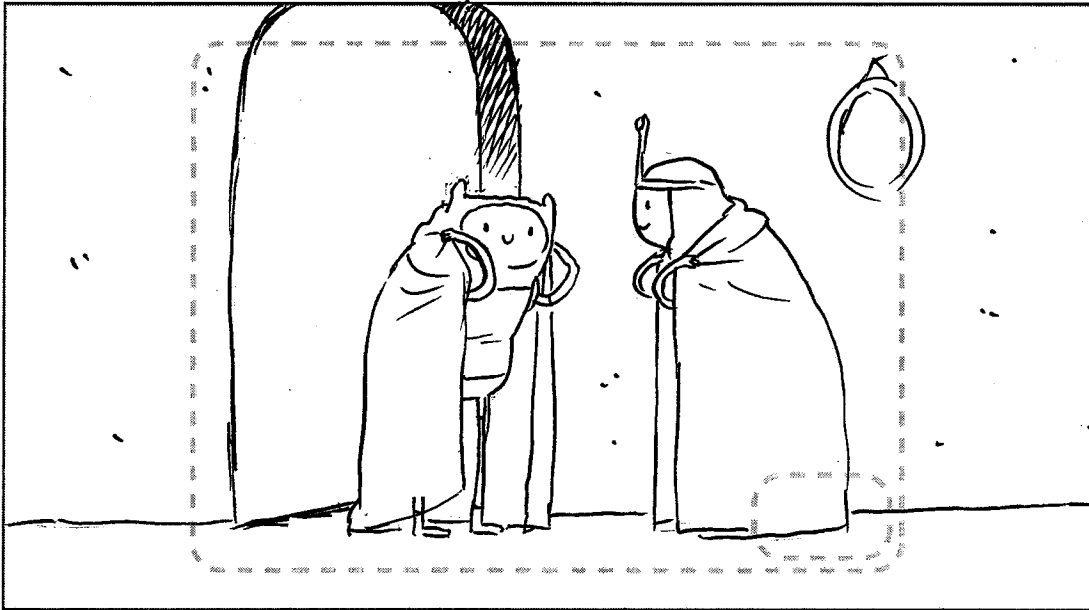
100859

Production :

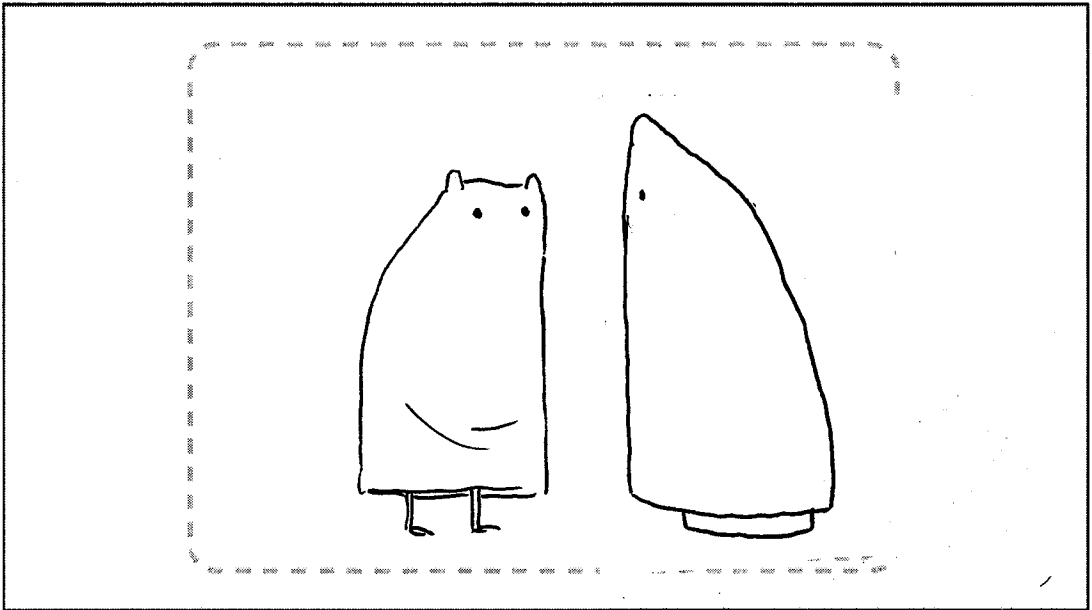
ADVENTURE TIME



Sc. 82 Pnl. A Bg. day night



Sc. 82 Pnl. B Bg. day night



Dialog:	
Action:	
Timing:	

100859

EPISODE #

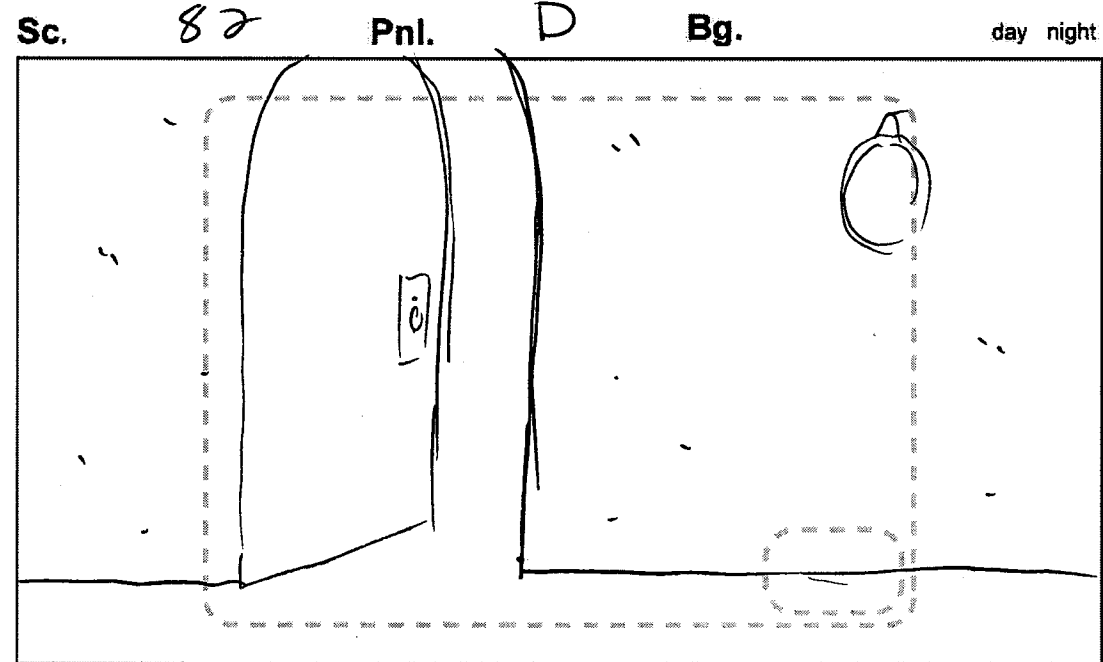
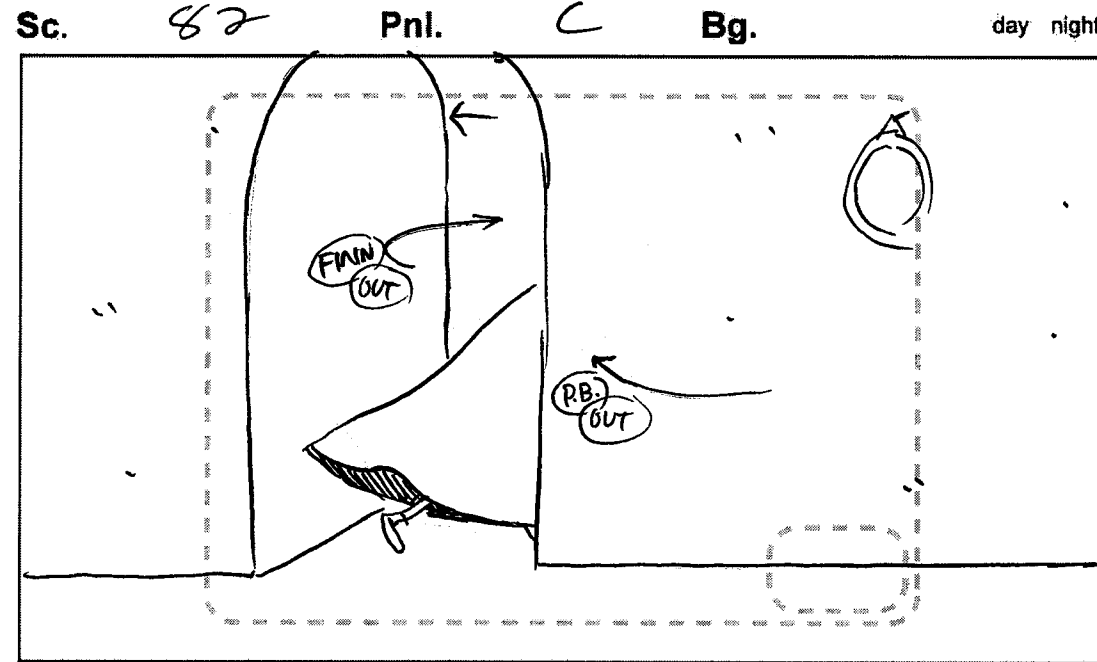
Production :

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# ADVENTURE TIME



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Dialog:
Action:
Timing:

Production :

EPISODE #

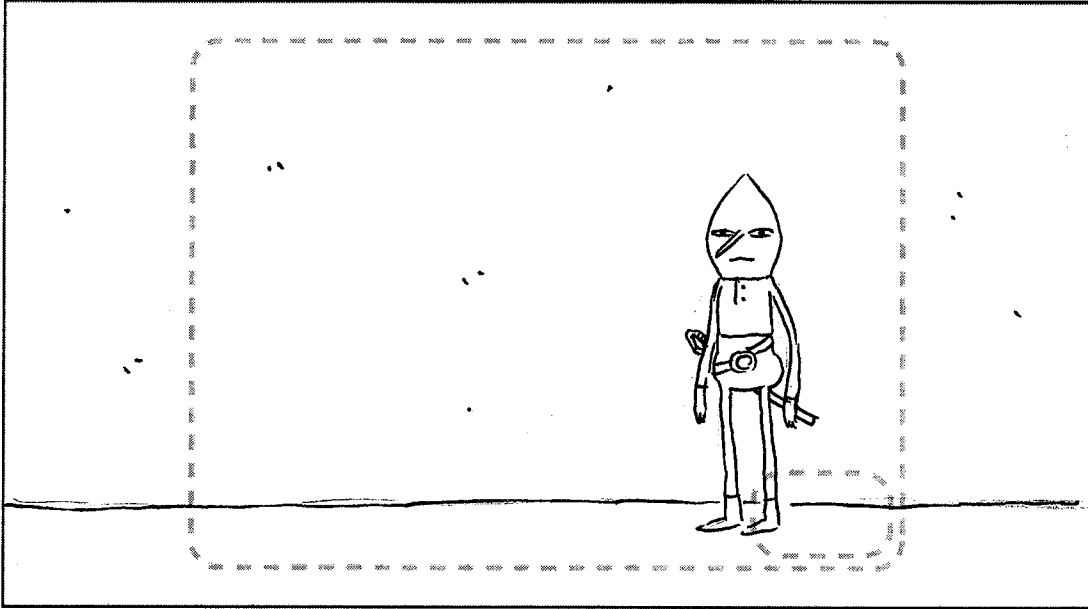
100859

46

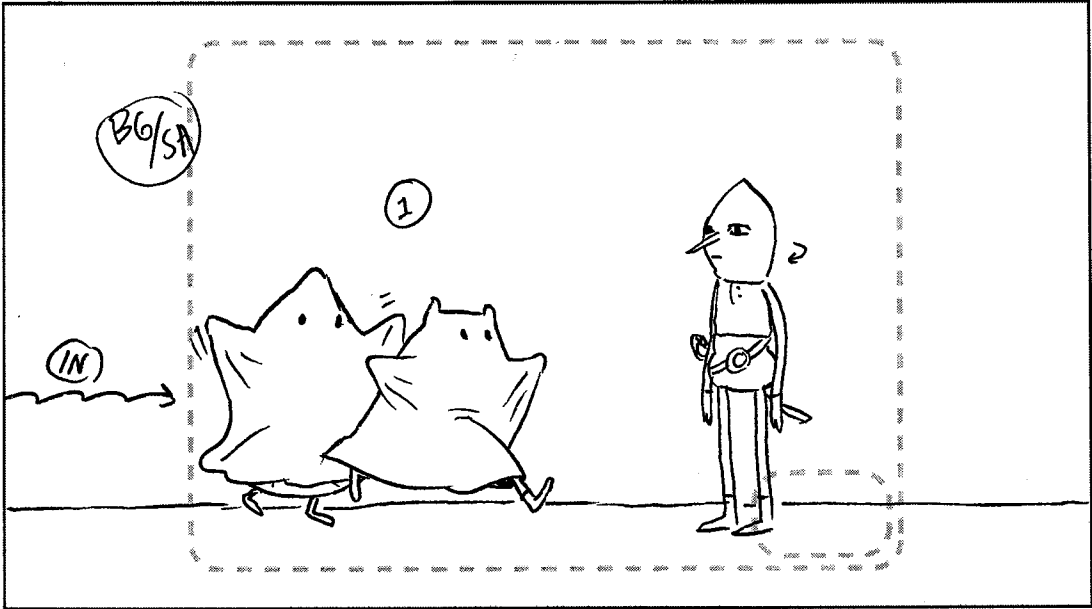
ADVENTURE TIME



Sc. 83 Pnl. A Bg. day night



Sc. 83 Pnl. B Bg. day night



Dialog:

(FINN) + (P.B.): Bluh-blub-blub!!

Action:

Timing:

100859

47

EPISODE #

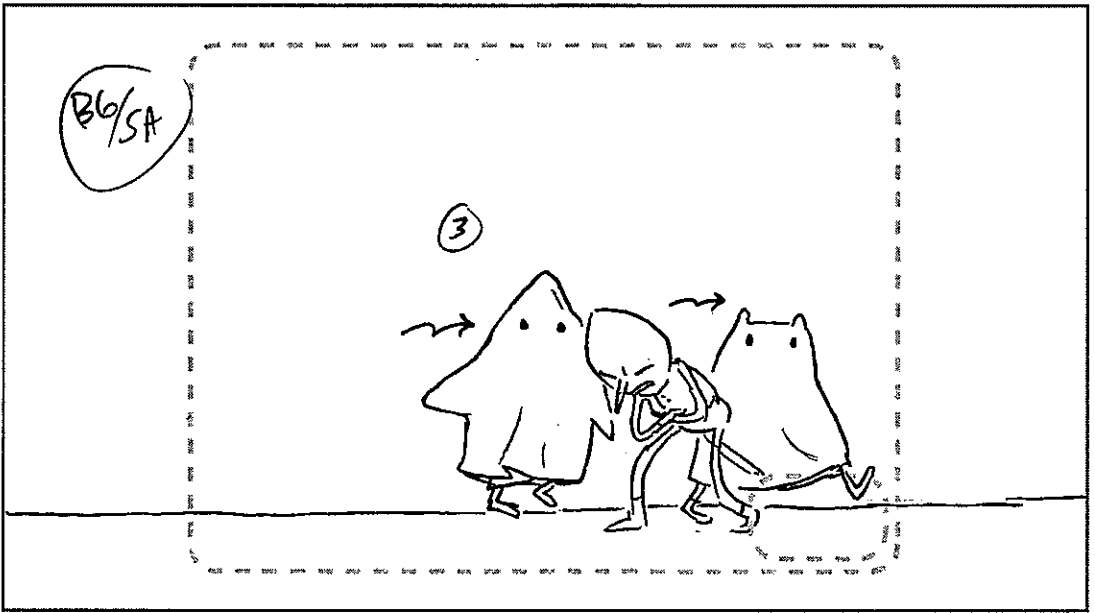
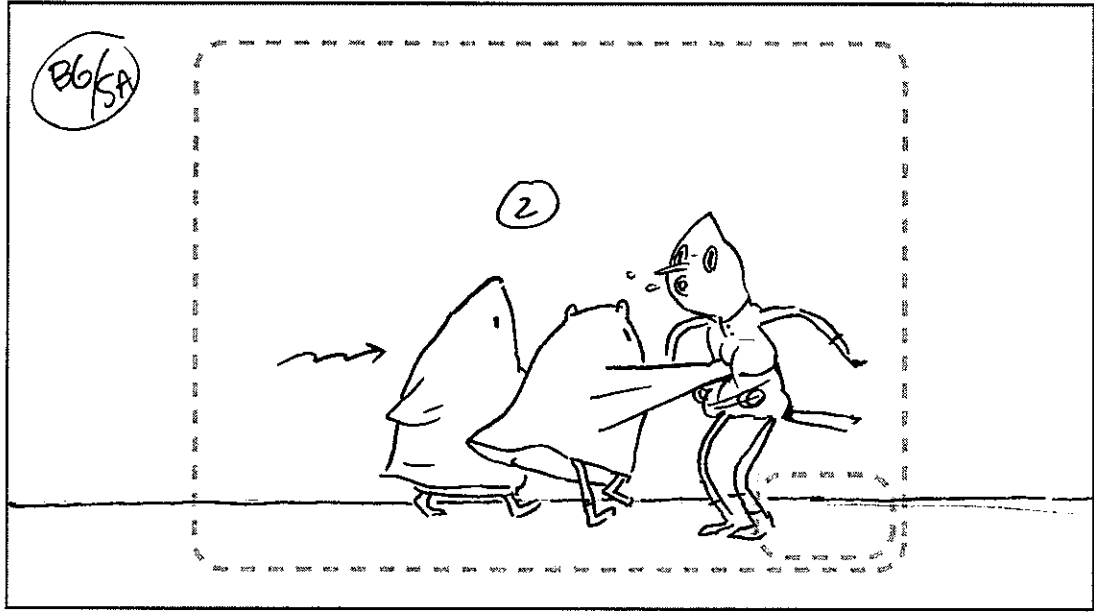
Production :

ADVENTURE TIME



Sc. 83 Pnl. C Bg. day night

Sc. 83 Pnl. D Bg. day night



Dialog:
Action:
Timing:

100859

EPISODE #

Production :

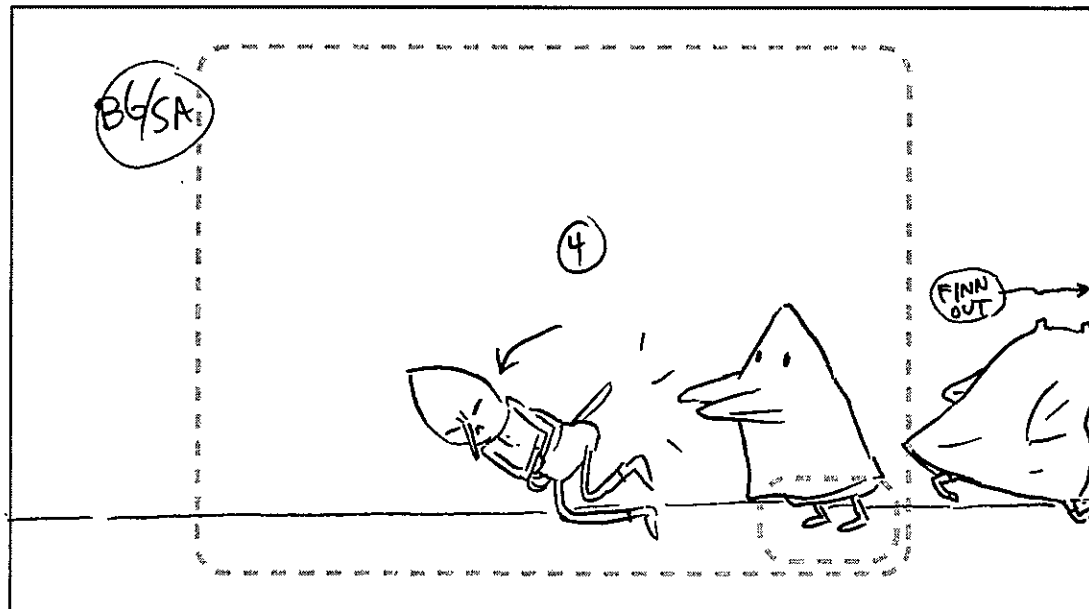
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# ADVENTURE TIME

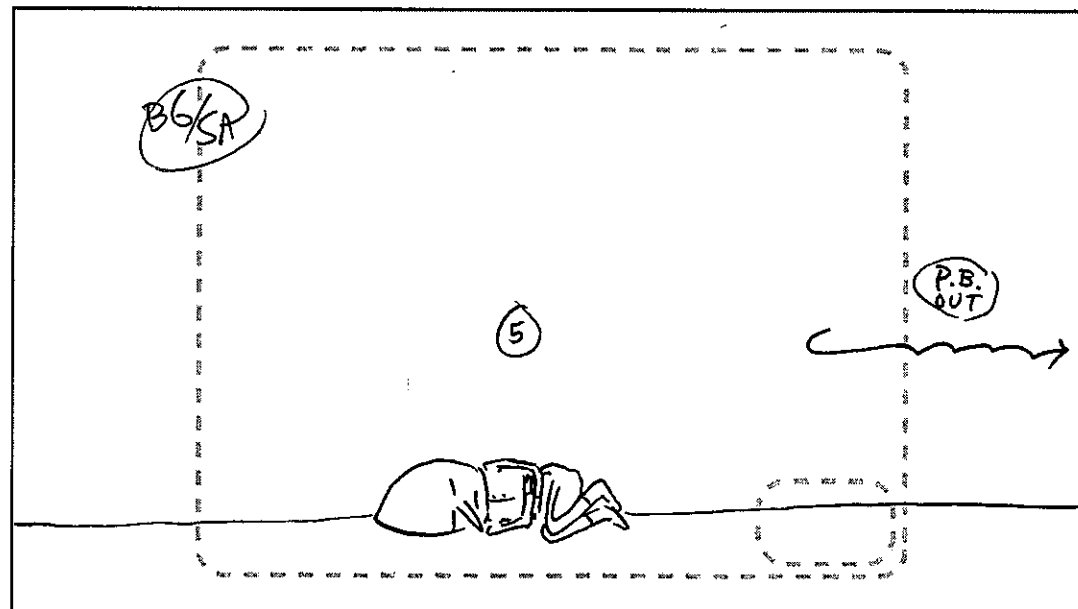


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Sc. 83 Pnl. E Bg. day night



Sc. 83 Pnl. F Bg. day night



Dialog:

Action:

Timing:

Production :

EPISODE #

100859

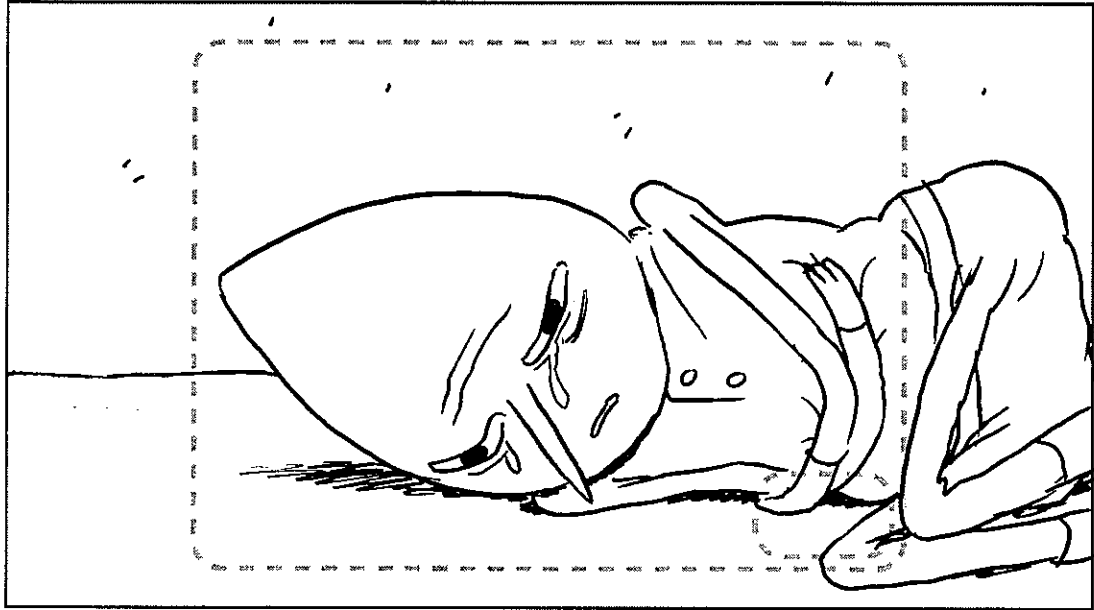
49

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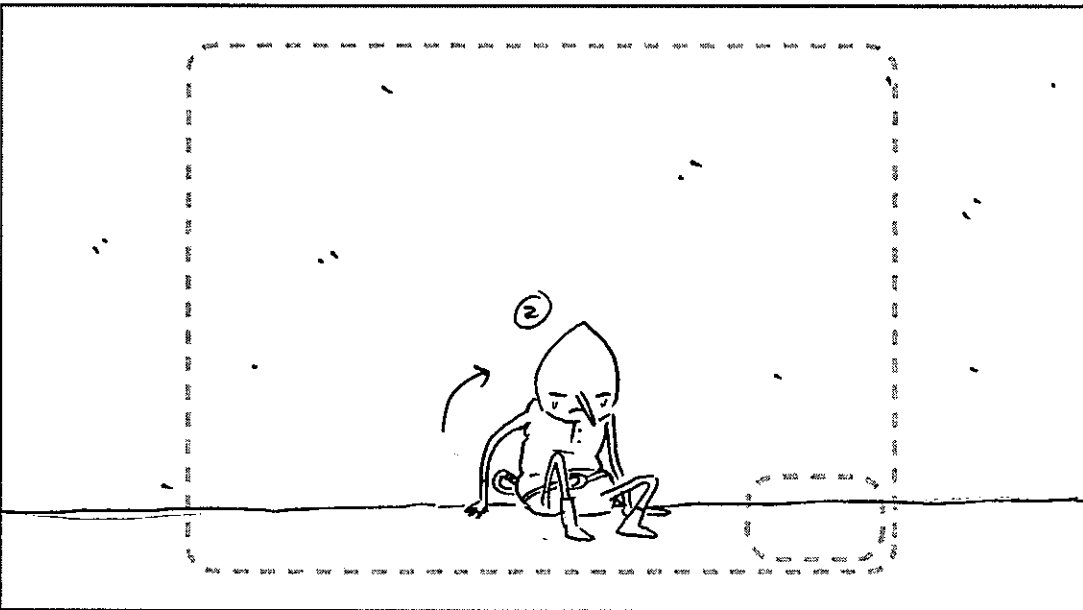
ADVENTURE TIME



Sc. 84 Pnl. A Bg. day night



Sc. 85 Pnl. A Bg. day night



Dialog:	(EARL!) * cough cough * groan *
Action:	
Timing:	

EPISODE # 100859 Production :

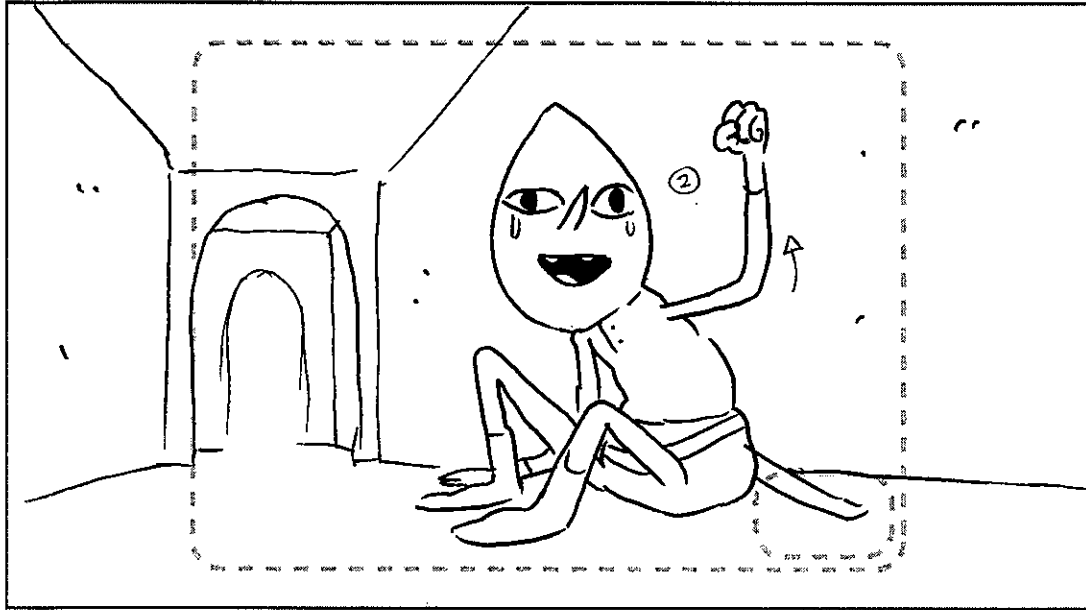


# ADVENTURE TIME

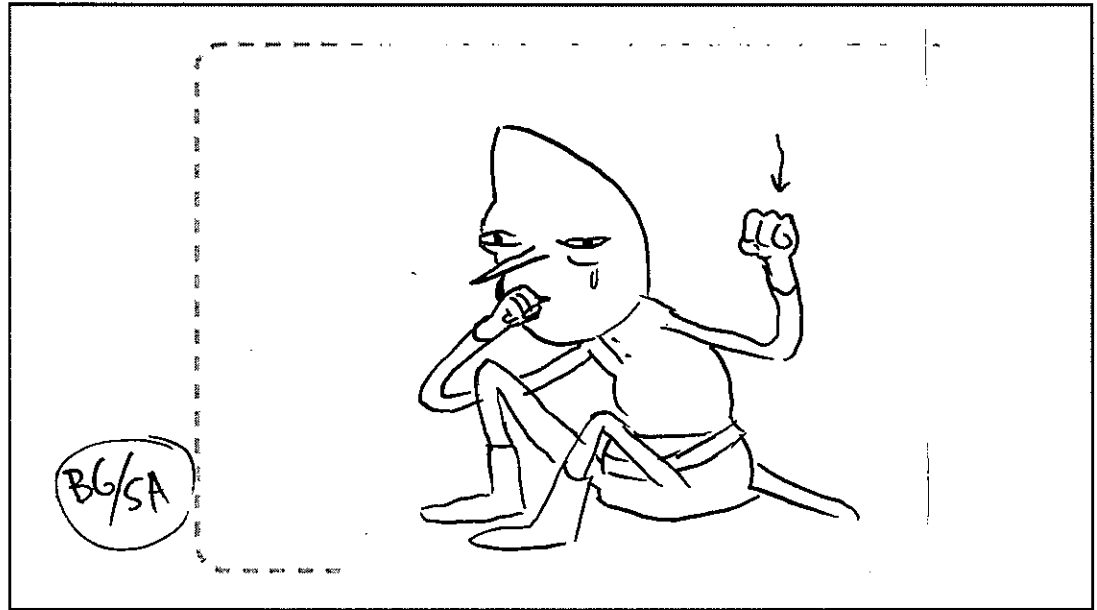


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Sc. 84 Pnl. A Bg. day night



Sc. 84 Pnl. B Bg. day night

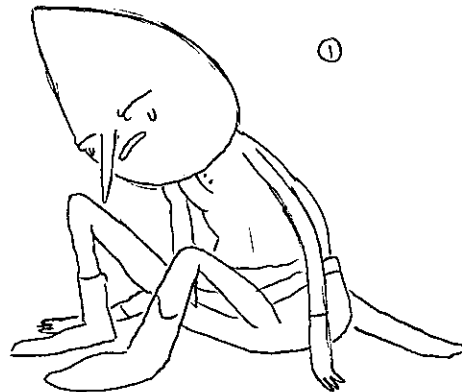


Dialog:

EARL: Ha Ha - Good one.

Action:

Timing:



EARL: \*cough \*

EPISODE # 100859

Production :

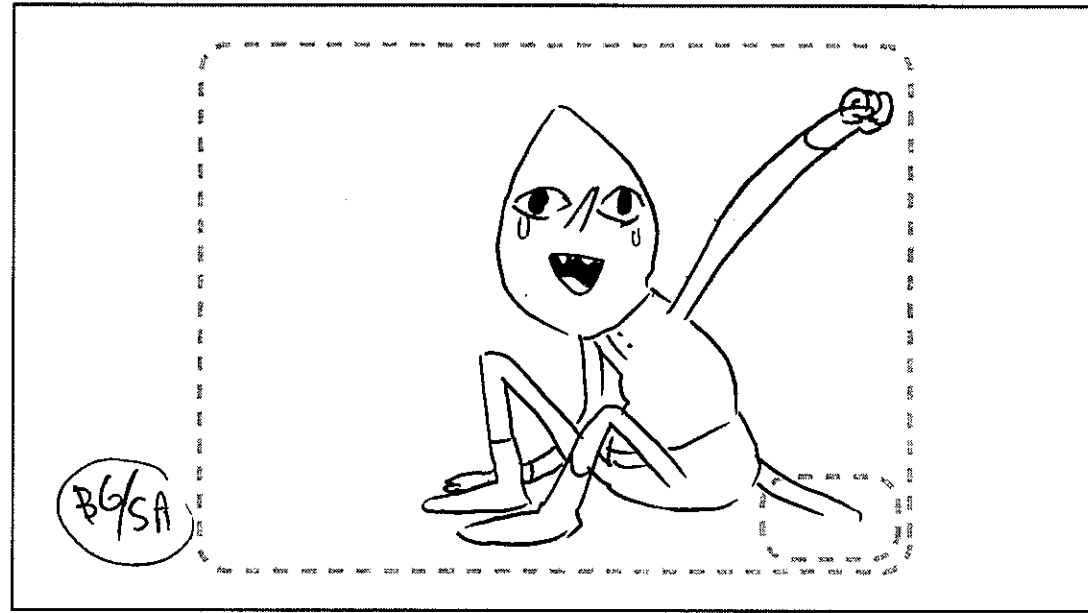
51

# ADVENTURE TIME

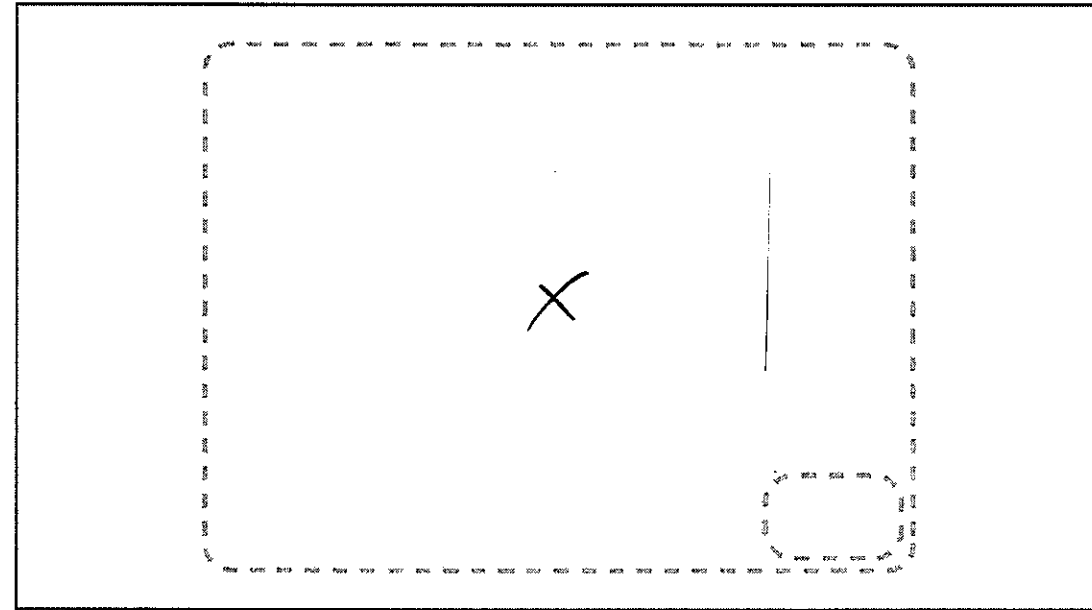


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Sc. 86 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<p><u>EARL:</u> Keep 'em comin'! I'm not goin' anywhere</p>
Action:	
Timing:	

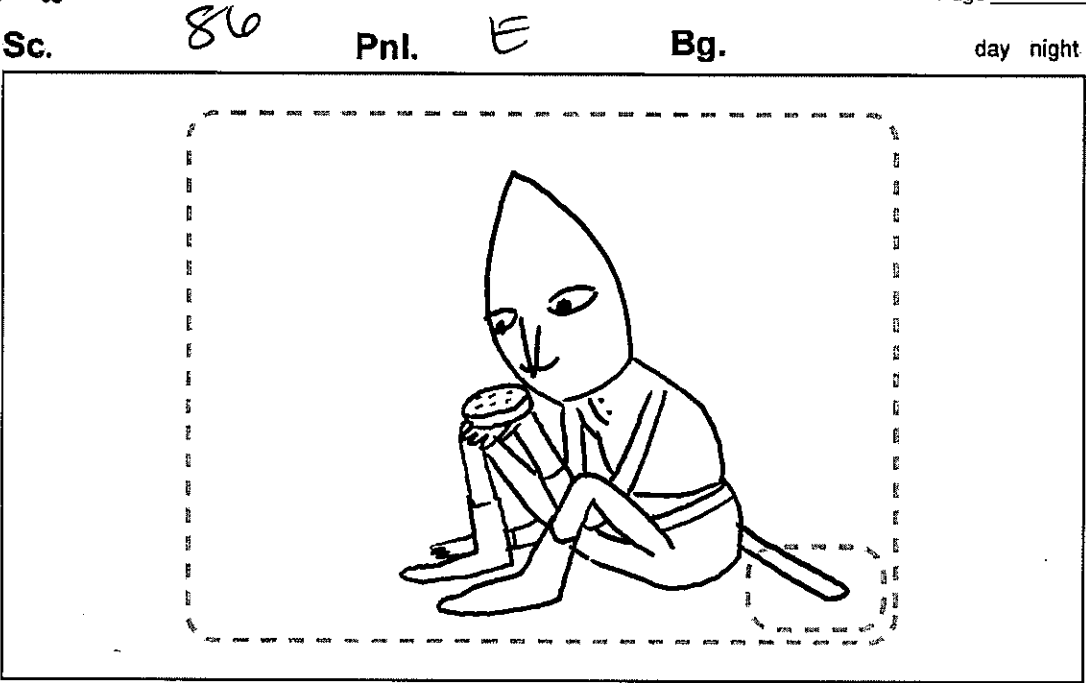
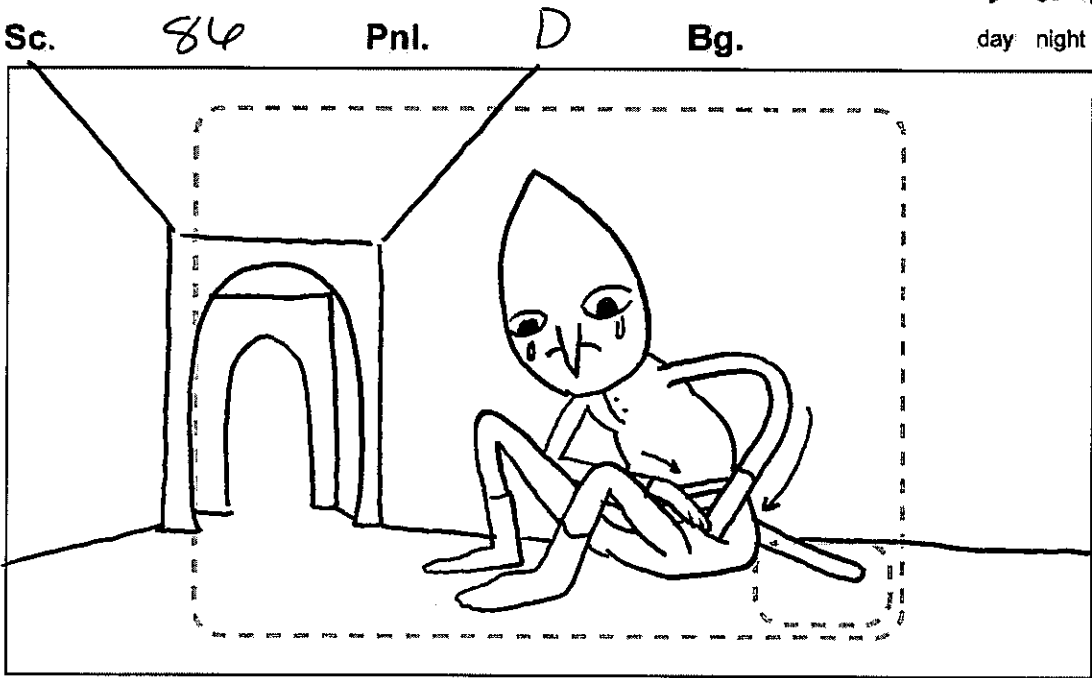
EPISODE # 100859

Production :

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ADVENTURE TIME



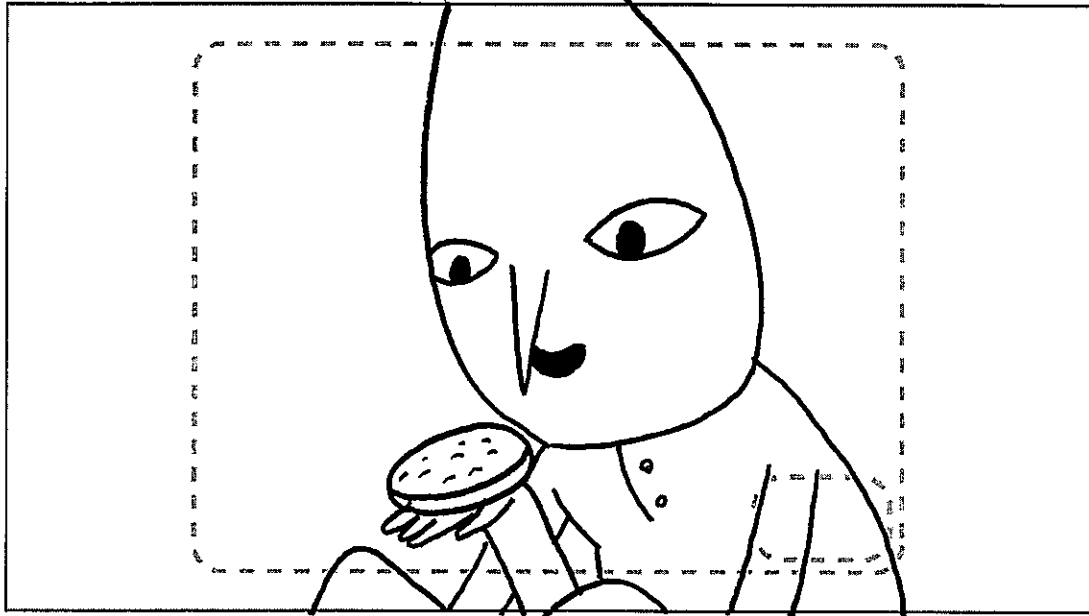
Dialog:	ELS/ mmm...
Action:	ELS reaches into pocket
Timing:	

EPISODE # 100859  
Production :

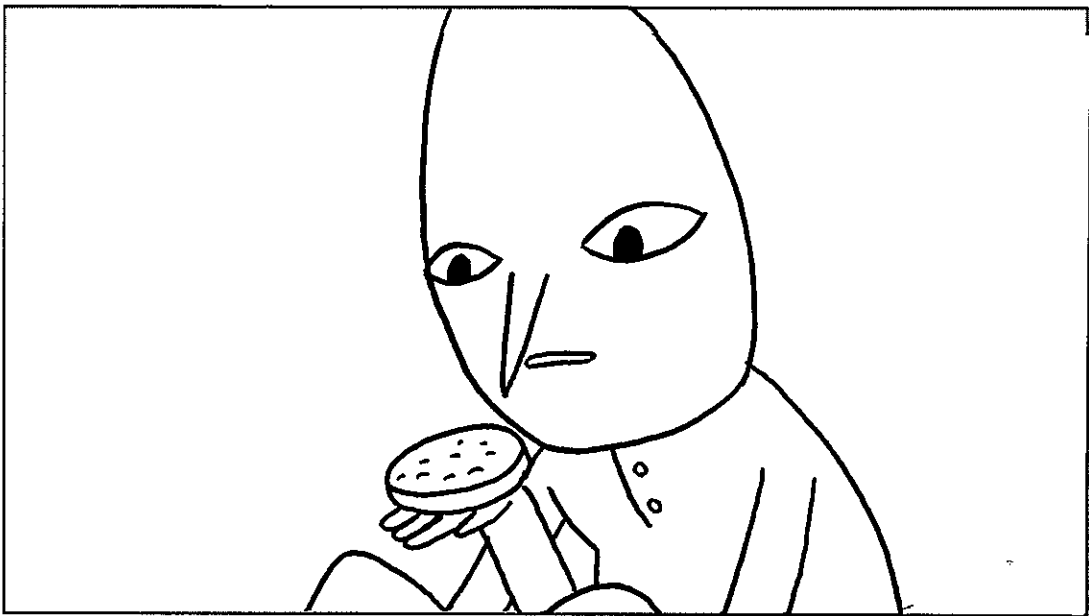
ADVENTURE TIME



Sc. 87 Pnl. A Bg. day night



Sc. 87 Pnl. B Bg. day night



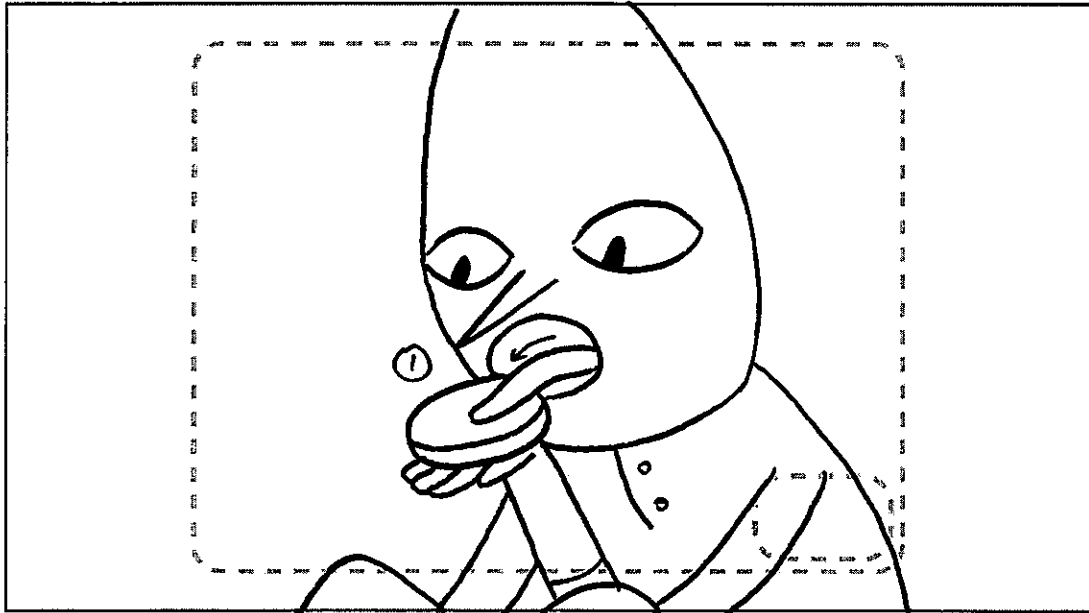
Dialog:	ELS/ Rice cake... —————→ tasteless, pure...
Action:	
Timing:	

Production : EPISODE # 100859

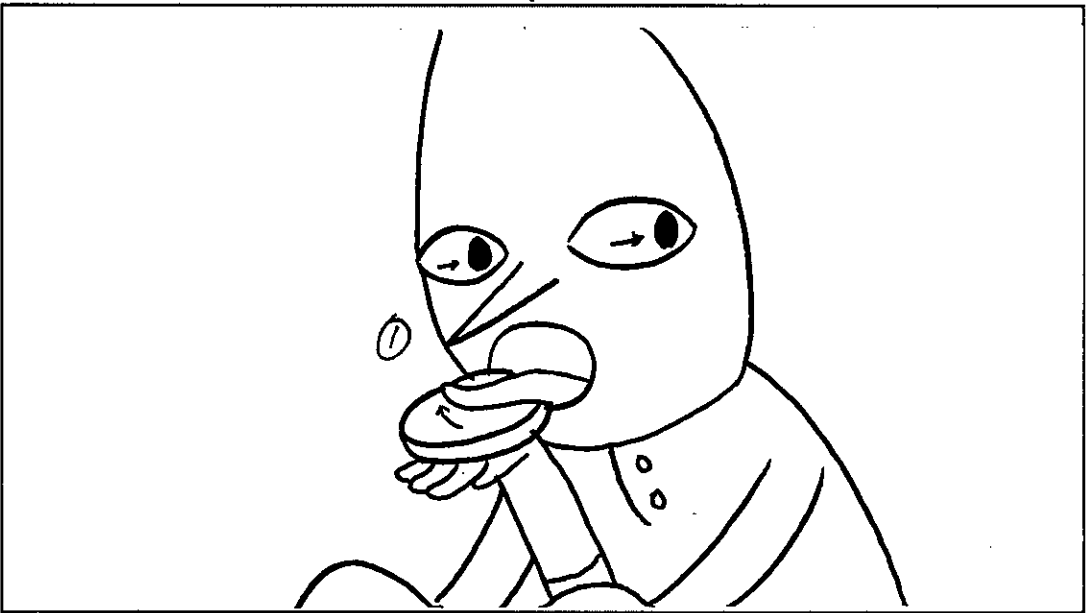
ADVENTURE TIME






Sc. 87 Pnl. C Bg. day night



Sc. 87 Pnl. D Bg. day night



Dialog: sfx / LICK LICK			: LICK LICK :		
Action:					
					
Timing:					

EPISODE # 100859

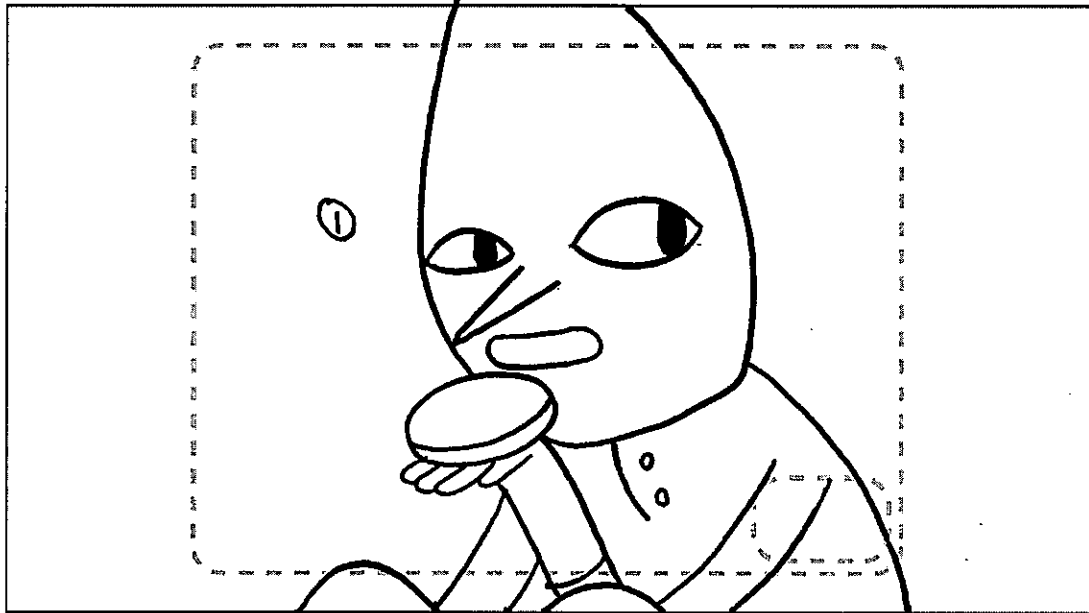
Production :

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ADVENTURE TIME



Sc. 87 Pnl. E Bg. day night



Sc. 87 Pnl. F Bg. day night



Dialog: ELS 10 Jealovs of my RICE CAKE  
② little ghost pranksters?

Action:

Timing:



≡ lick lick lick ≡

tongue darts out  
and in like a snake  
cycle ①+②+①+②

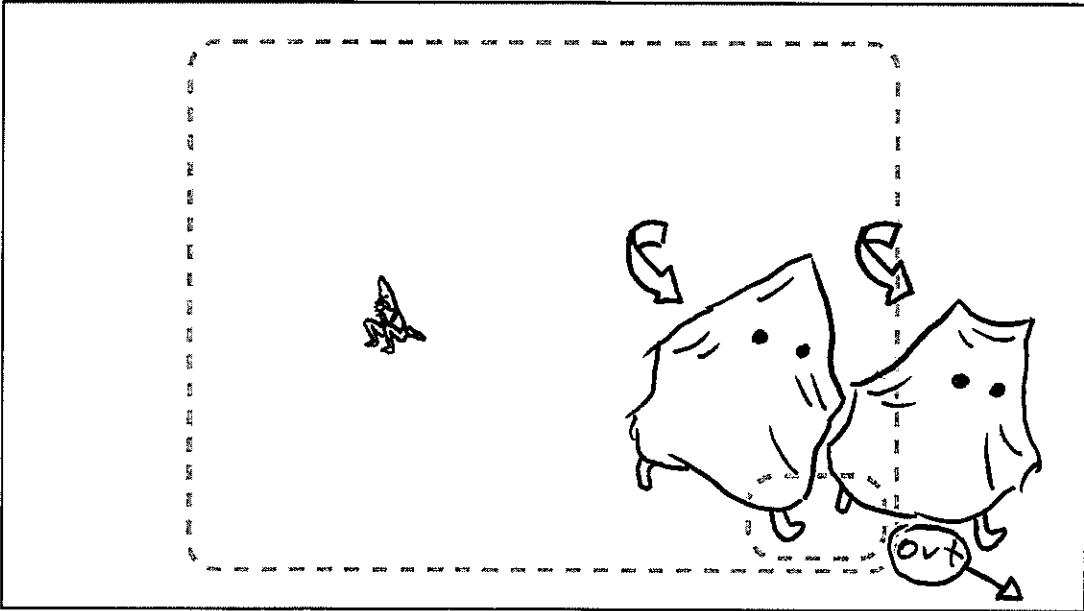


EPISODE # 100859

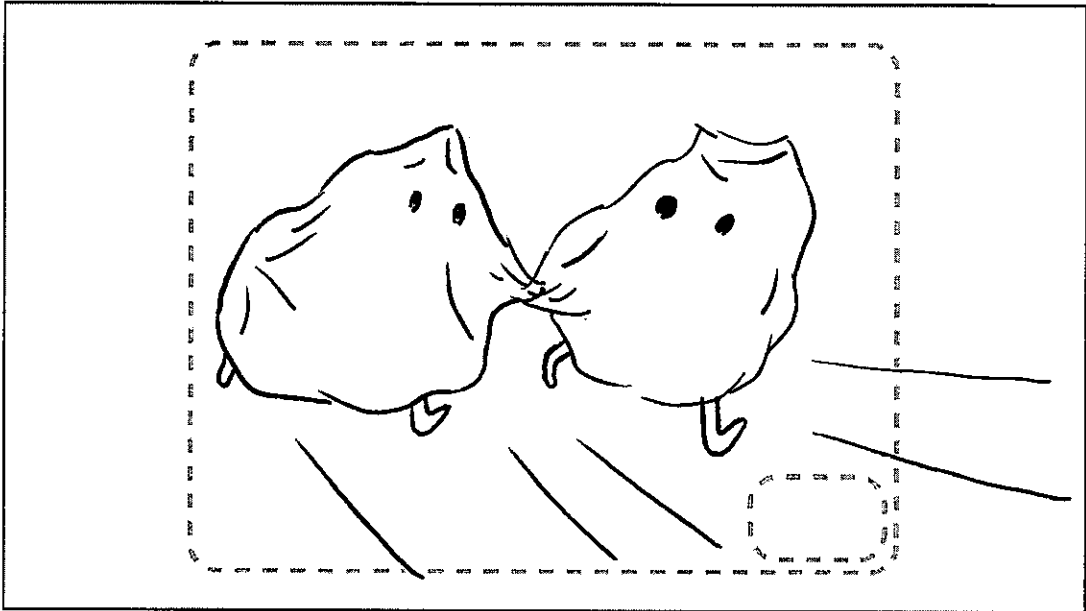
ADVENTURE TIME



Sc. 88 Pnl. E Bg. day night



Sc. 89 Pnl. A Bg. day night



Dialog:	F+PB / huff huff!	Finn / I got a new plan! = huff huff =
Action:	F+PB turn around and run off screen	
Timing:		

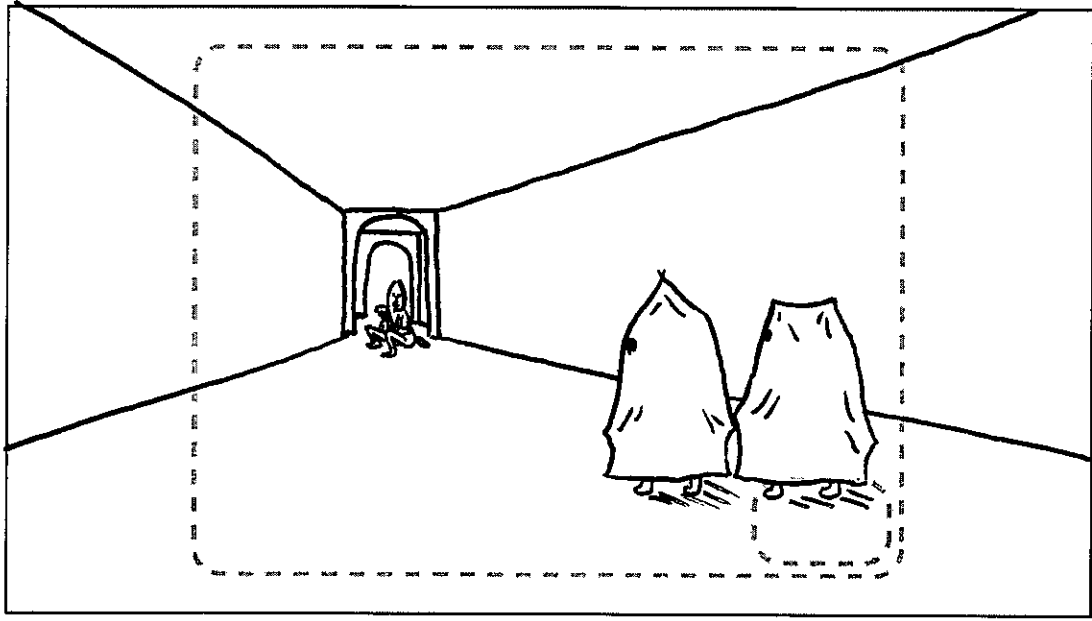
EPISODE # 100859  
Production :

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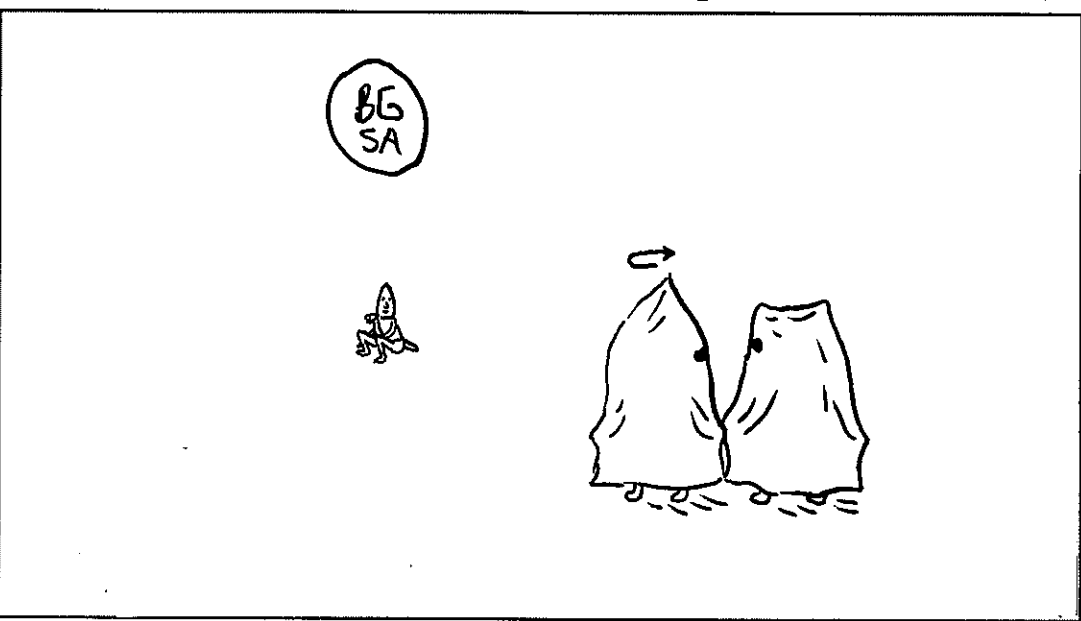
ADVENTURE TIME



Sc. 88 Pnl. A Bg. day night



Sc. 88 Pnl. B Bg. day night



Dialog:	ELS/ HA HAHA	Princess B/ I don't think that Worked either.
Action:		
Timing:		

EPISODE # 100859  
Production :

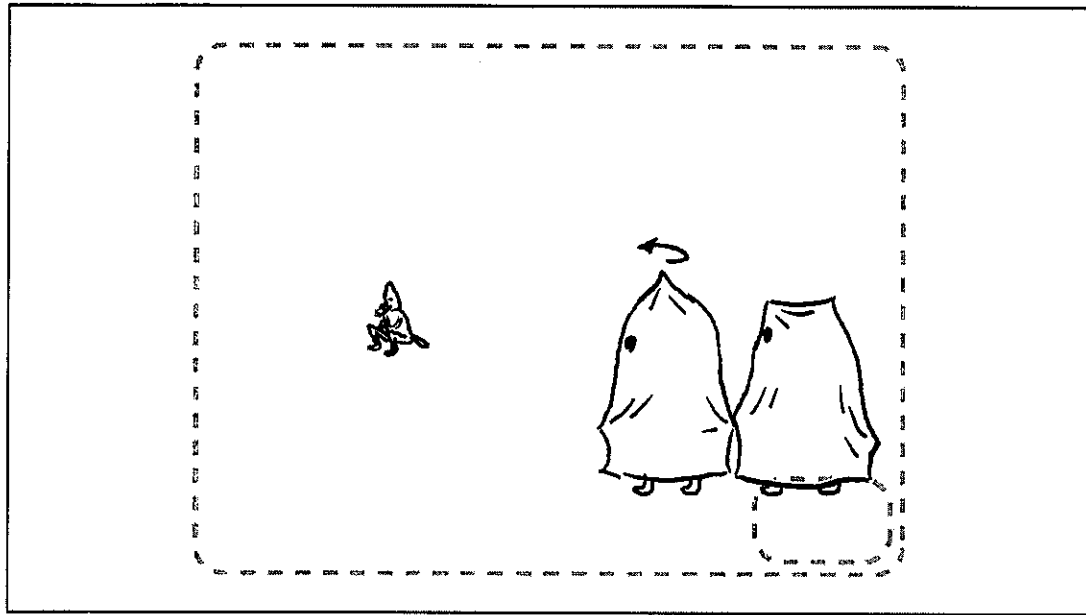


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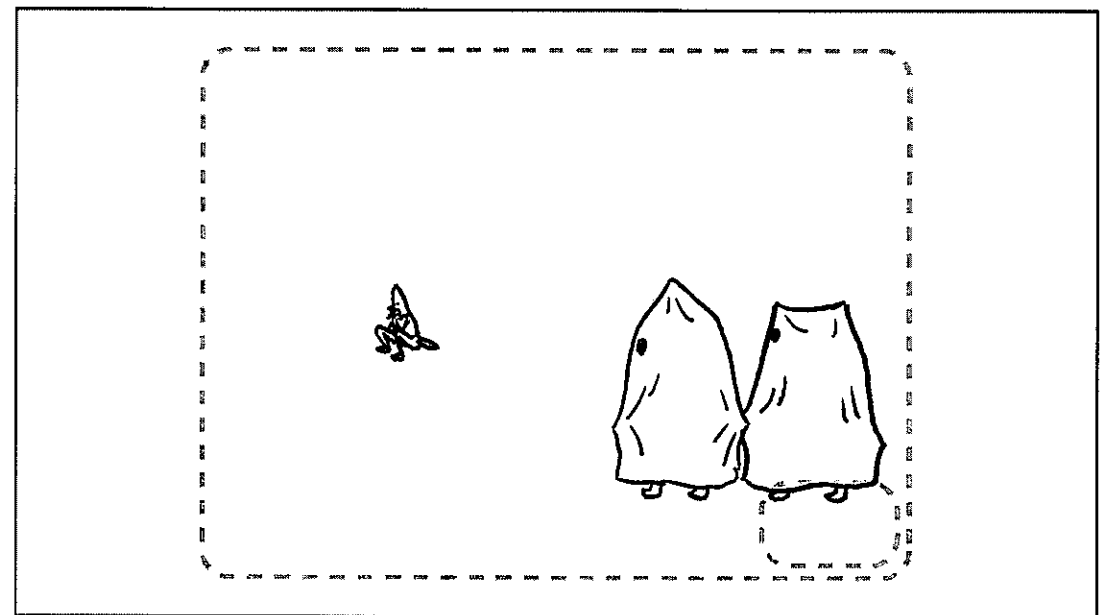
ADVENTURE TIME



Sc. 88 Pnl. C Bg. day night



Sc. 88 Pnl. D Bg. day night



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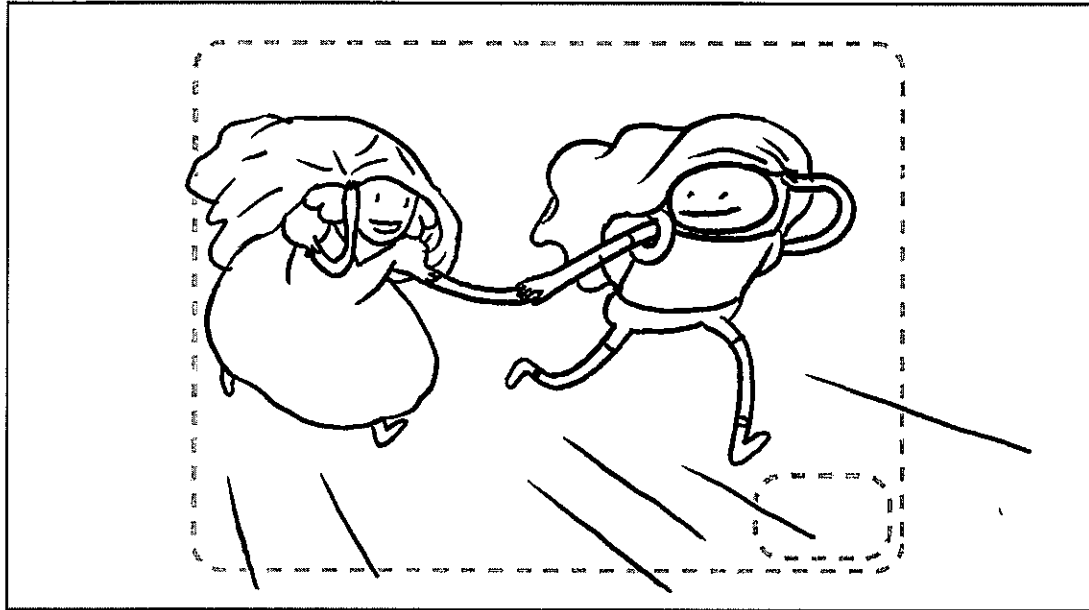
Dialog:	ELS/ NYUM NYUM ÷	ELS/ NYUM NYUM mmm tasteless...
Action:	lemonsatch eating ricecake	
Timing:		

EPISODE # 100859  
Production :

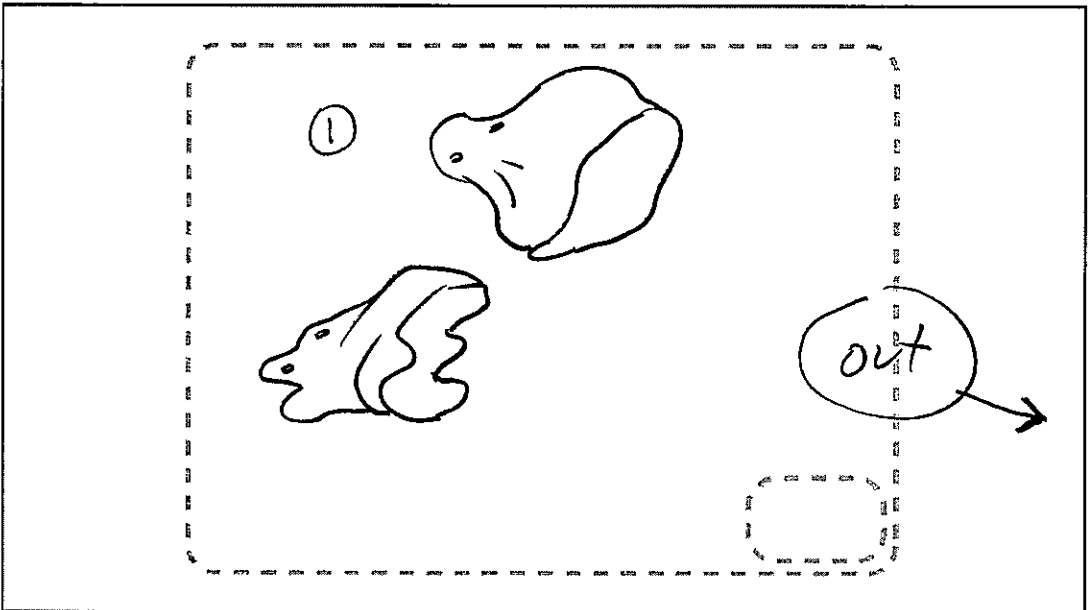
ADVENTURE TIME



Sc. 89 Pnl. B Bg. day night



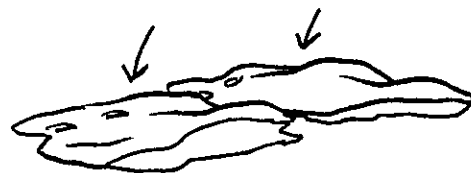
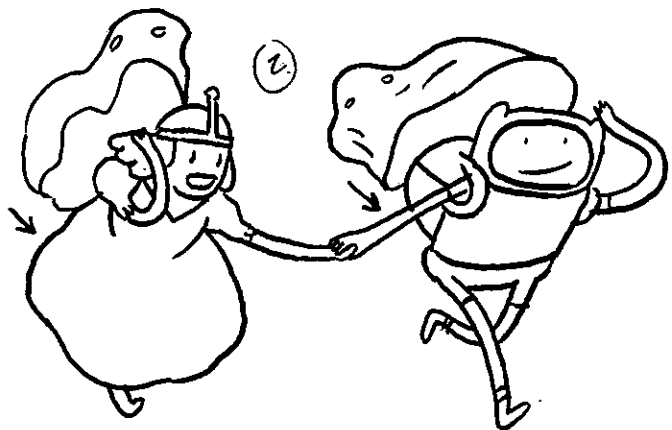
Sc. 89 Pnl. C Bg. day night



Dialog: PB/① Oh yeah ≡ hvff ≡ ② what?

Action:

Timing:



Wipe

EPISODE # 100859

Production :

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# ADVENTURE TIME



Sc. 89A Pnl. A Bg. day night

A hand-drawn storyboard panel. On the left, a king with a crown and a cat are on a balcony. The king is pointing towards the right. In the background, there is a landscape with a tall tower, clouds, and some bushes. The scene is labeled 'day'.

Sc. Pnl. Bg. day night

A large empty rectangular frame with a small 'X' in the center. The frame is labeled 'Sc. Pnl. Bg. day night'.

Dialog:

Actio

Timin

A diagram showing the sequence of actions for a door opening. It consists of two numbered steps: 1. A closed door. 2. An open door with an arrow indicating the door is swinging open. The diagram is labeled 'Actio' and 'Timin'.

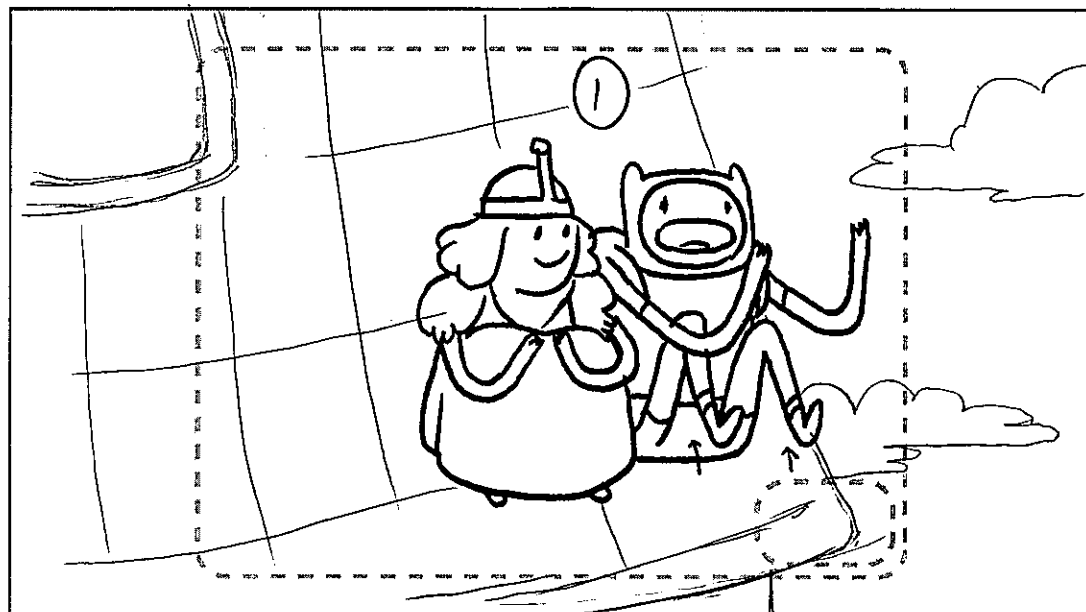
EPISODE # 100859  
Production :

# ADVENTURE TIME

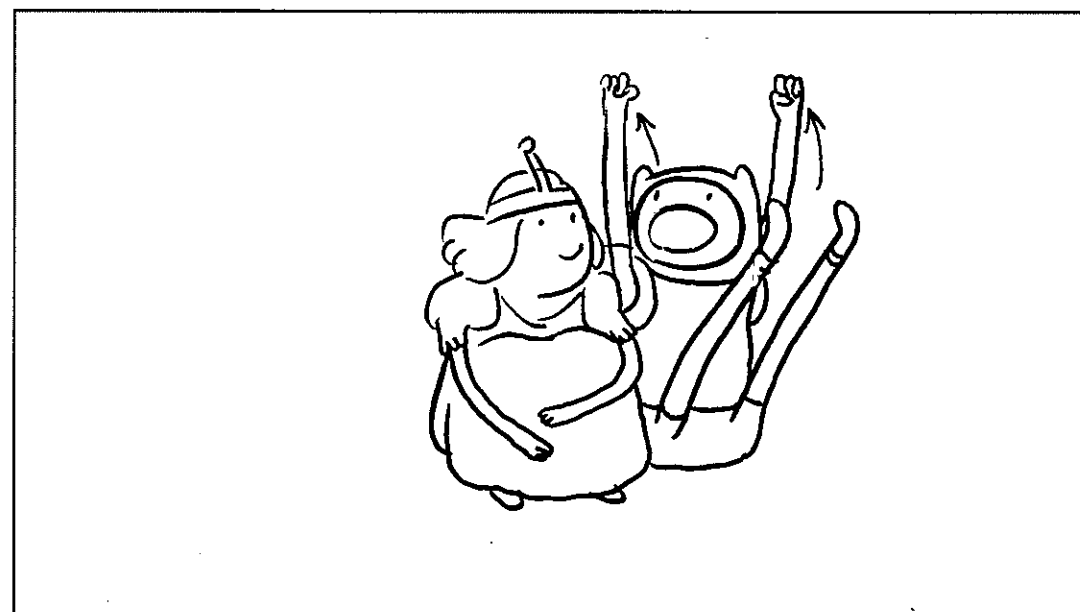


Page 114

Sc. 90 Pnl. A Bg. day night



Sc. 90 Pnl. B Bg. day night



Dialog: F ① and SPICE BOMB HIM NON-  
② STOP!

Action:

Timing:



→ 'TILL HIS BUTT FALLS OUT!

Production :

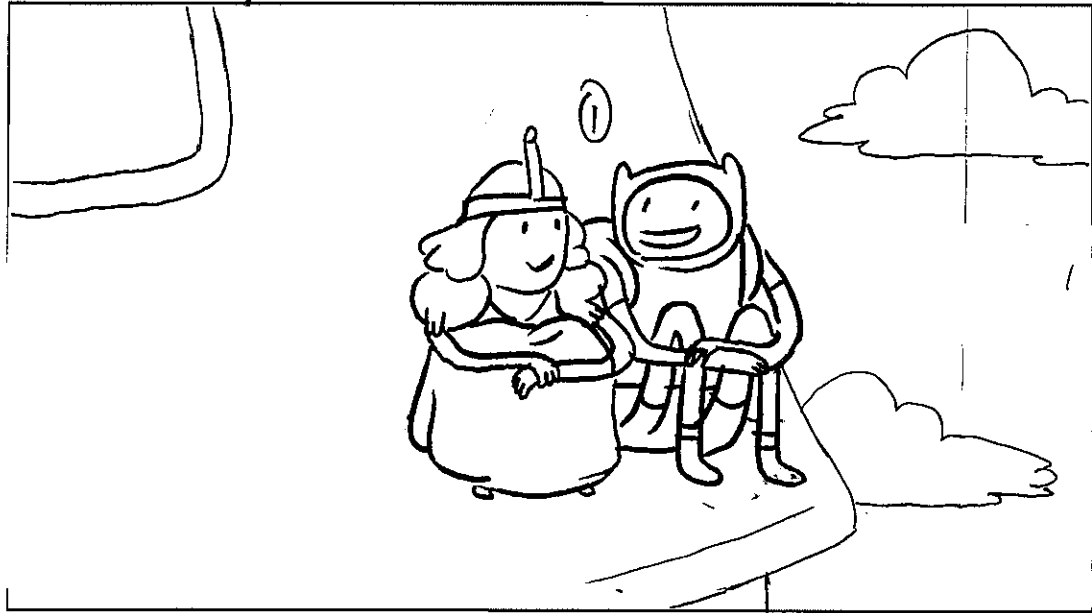
EPISODE #

100859

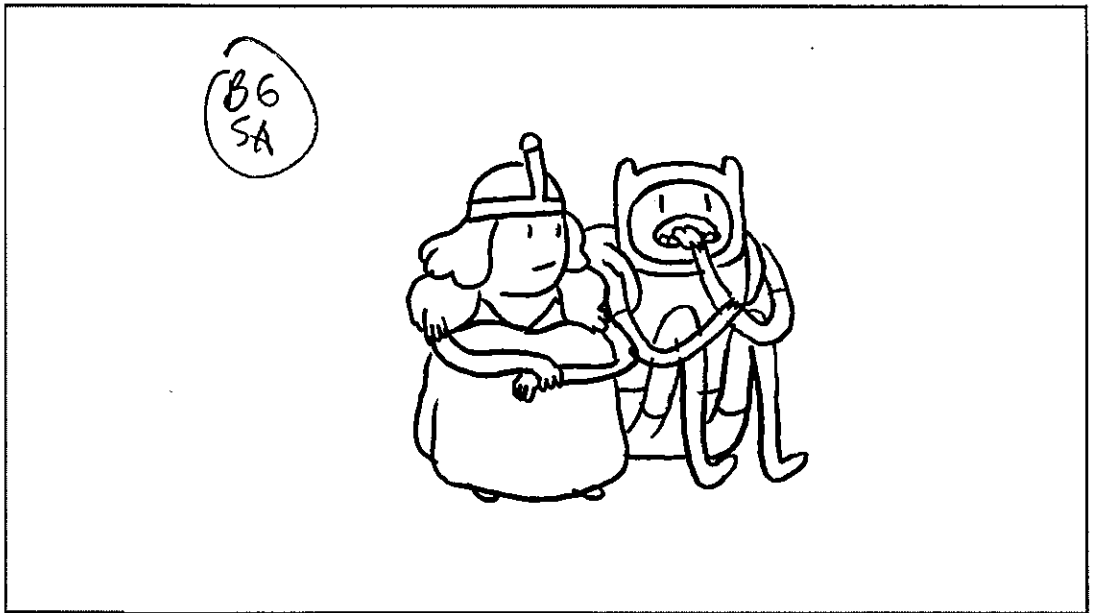
ADVENTURE TIME



Sc. 90 Pnl. C Bg. day night



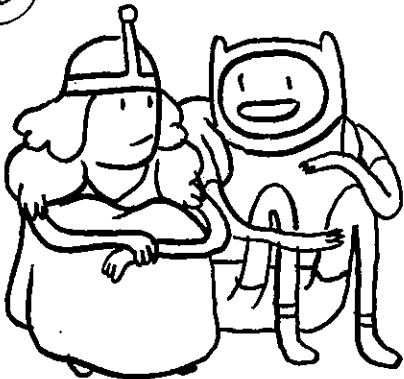
Sc. 90 Pnl. D Bg. day night



Dialog: F P What we gotta do is use that 2 syrup you made

Action:

Timing:



The one that was "ah so spice"

EPISODE # 100859

Production :

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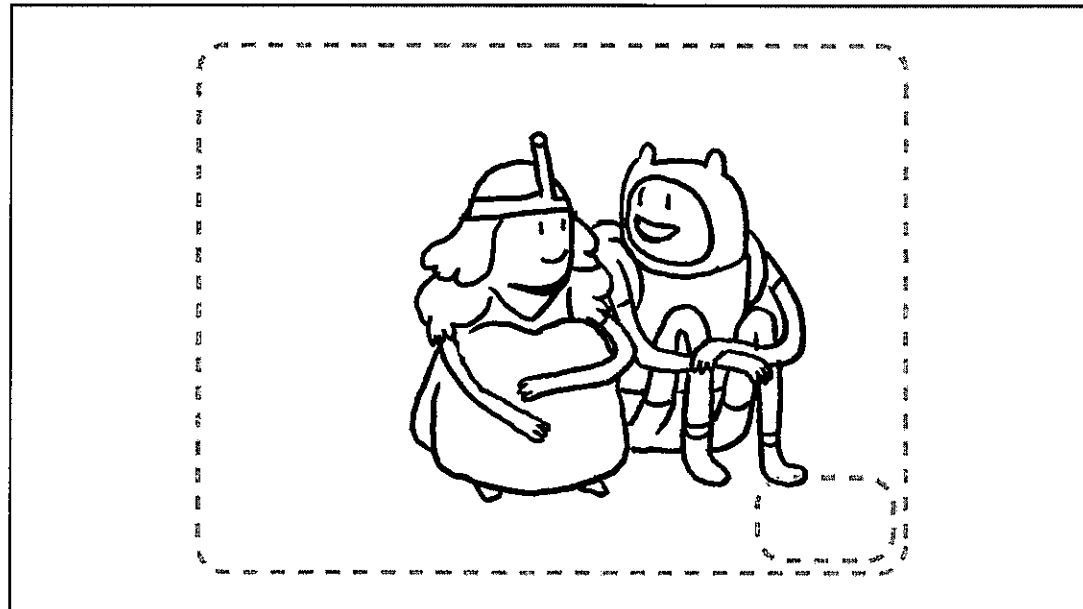
# ADVENTURE TIME



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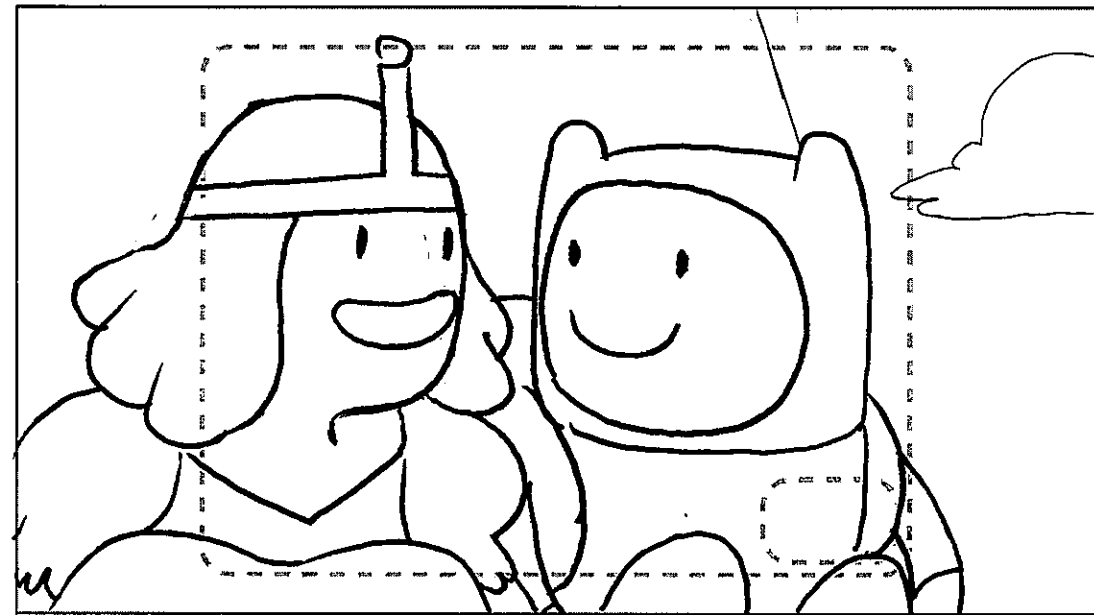
Sc. 90 Pnl. E Bg.

day night



Sc. 91 Pnl. A Bg.

day night



Dialog: F/ HOW'S that sound?

PB/ HAAA yeah let's do that.

Action:

Timing:

EPISODE # 100859

Production :

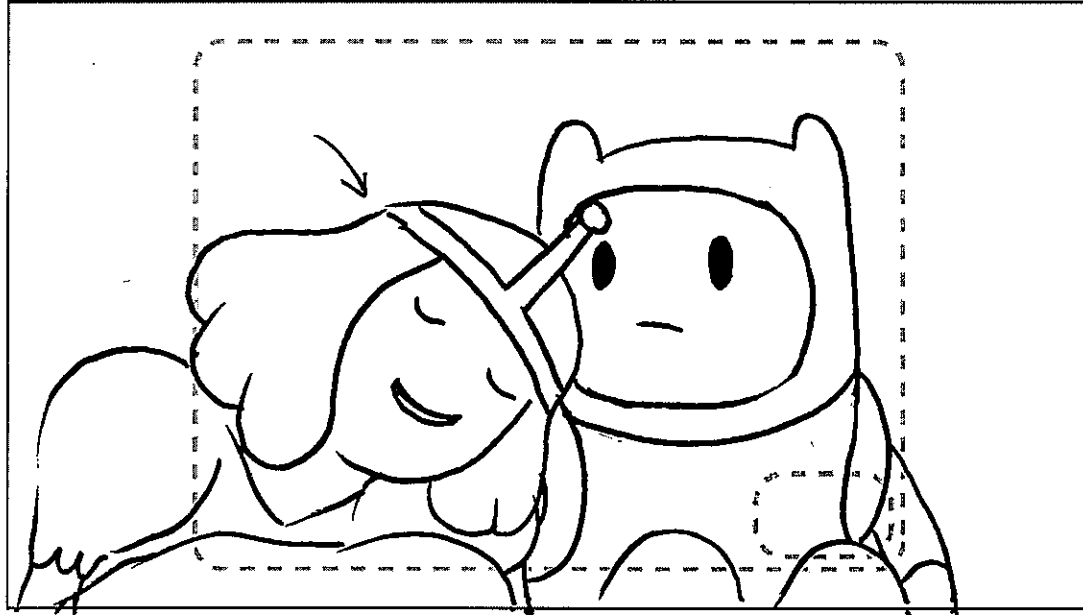
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# ADVENTURE TIME

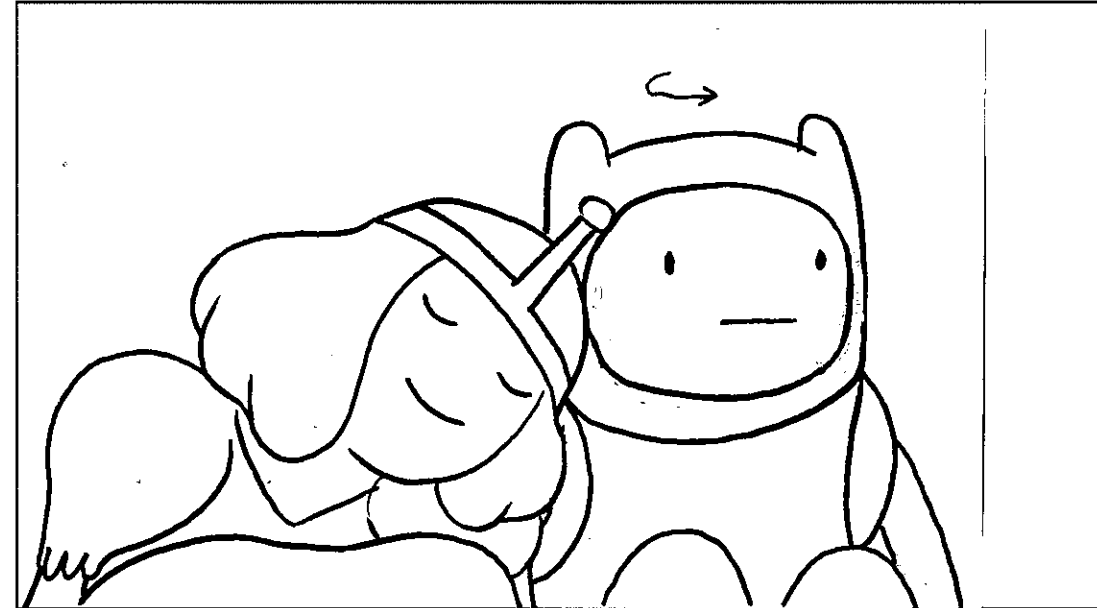


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Sc. 91 Pnl. B Bg. day night



Sc. 91 Pnl. C Bg. day night



Dialog: PB/ ðs'ghð

Action:

Timing:

EPISODE # 100859

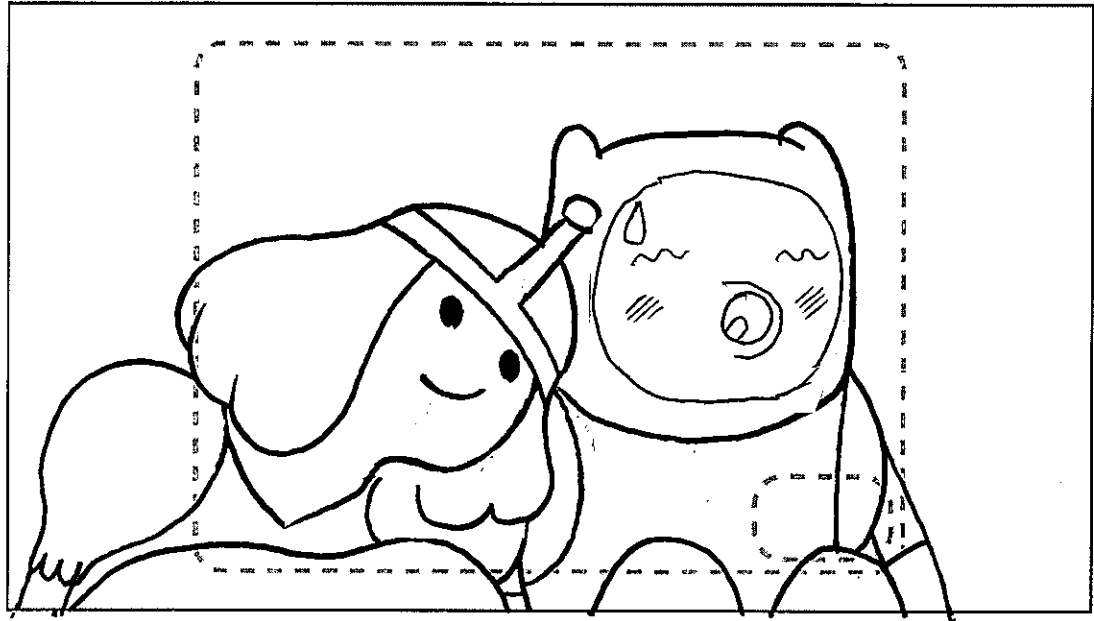
Production :

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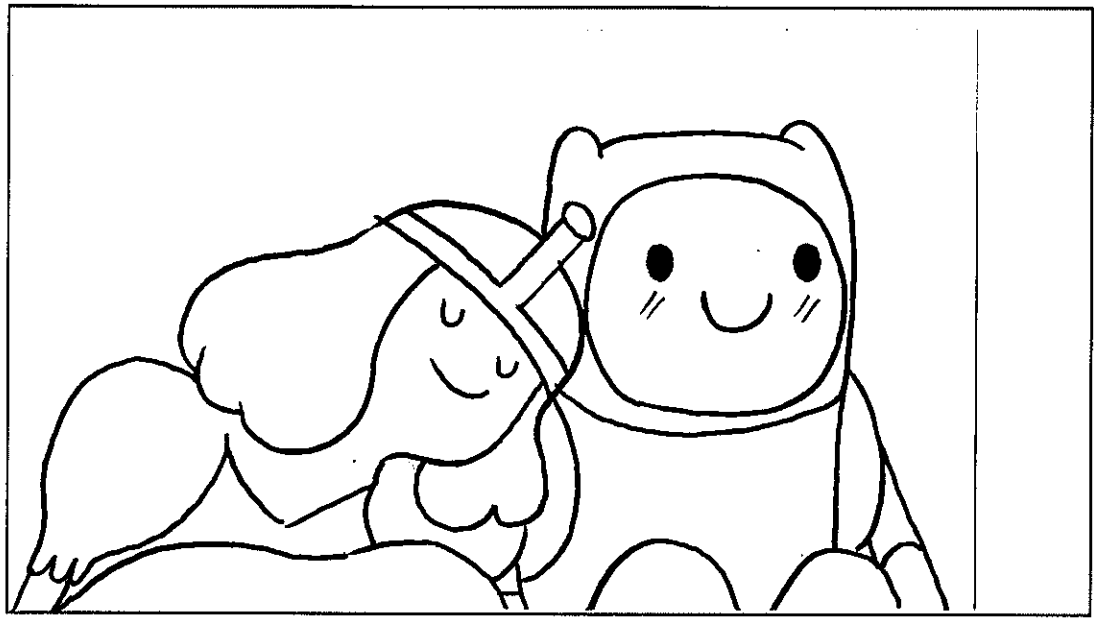
# ADVENTURE TIME



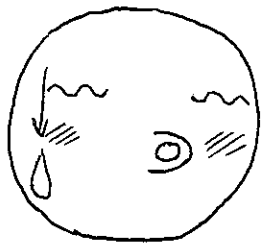
Sc. 91 Pnl. D Bg. day night



Sc. 91 Pnl. E Bg. day night



Dialog:	F/ (wabbly breath) :: w-w-o-o-o-h ::	
Action:	<ul style="list-style-type: none"><li>• finn blushing</li><li>• eyes wiggle</li><li>• one sweat drop moves down..</li></ul>	
Timing:	anime style.	



EPISODE # 100859

Production :



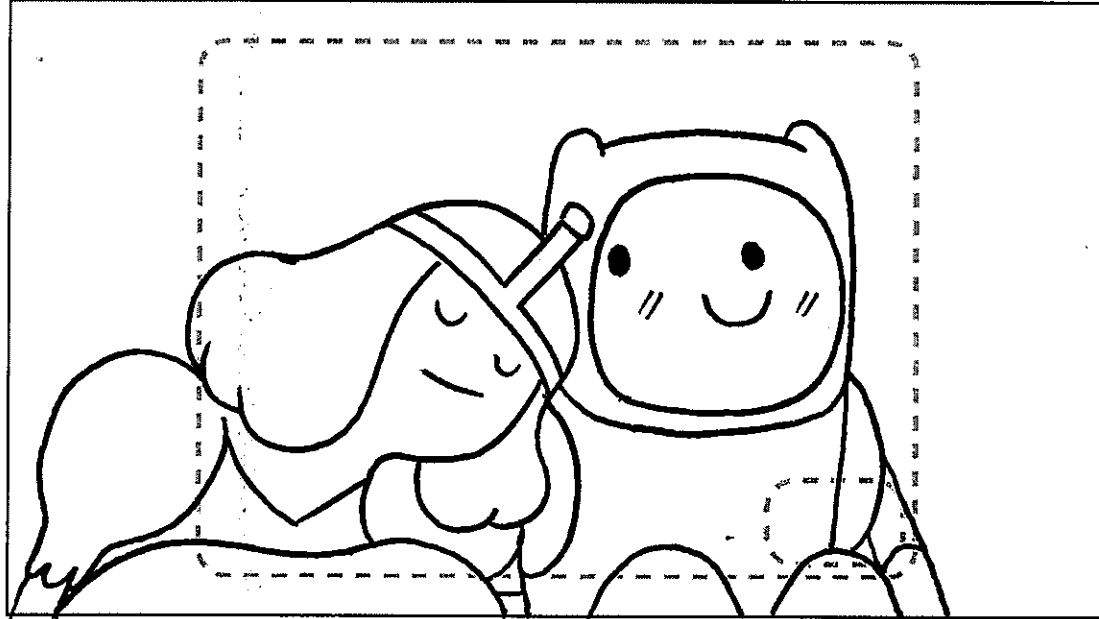
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# ADVENTURE TIME

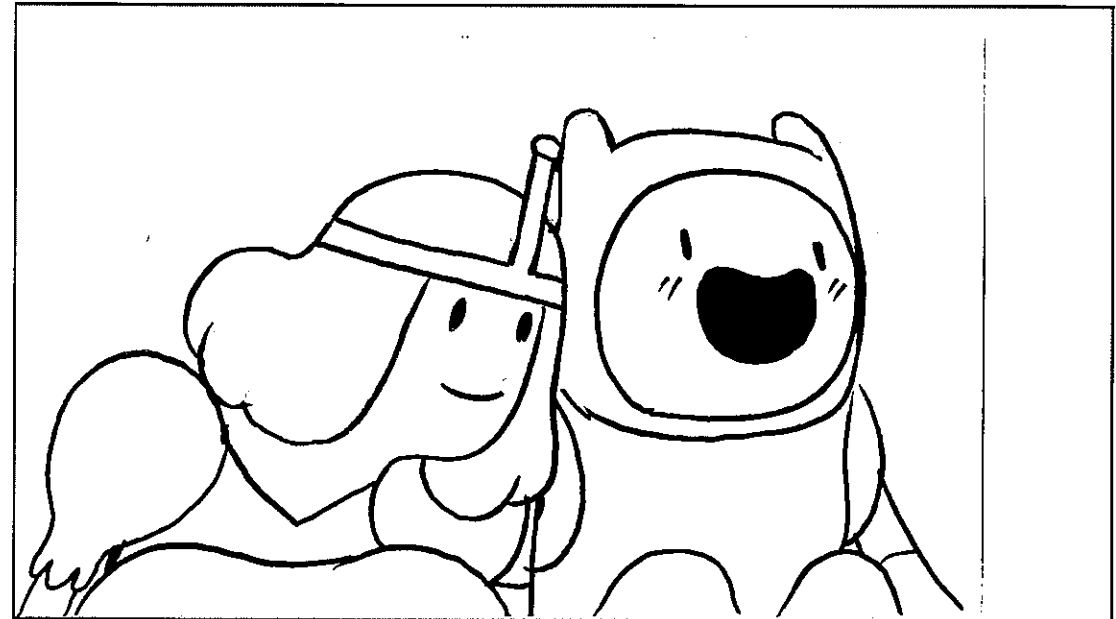


Page 119

Sc. 91 Pnl. F Bg. day night



Sc. 91 Pnl. G Bg. day night



Dialog:

Finn/ OK break's over!

Action:

Timing:

EPISODE # 100859

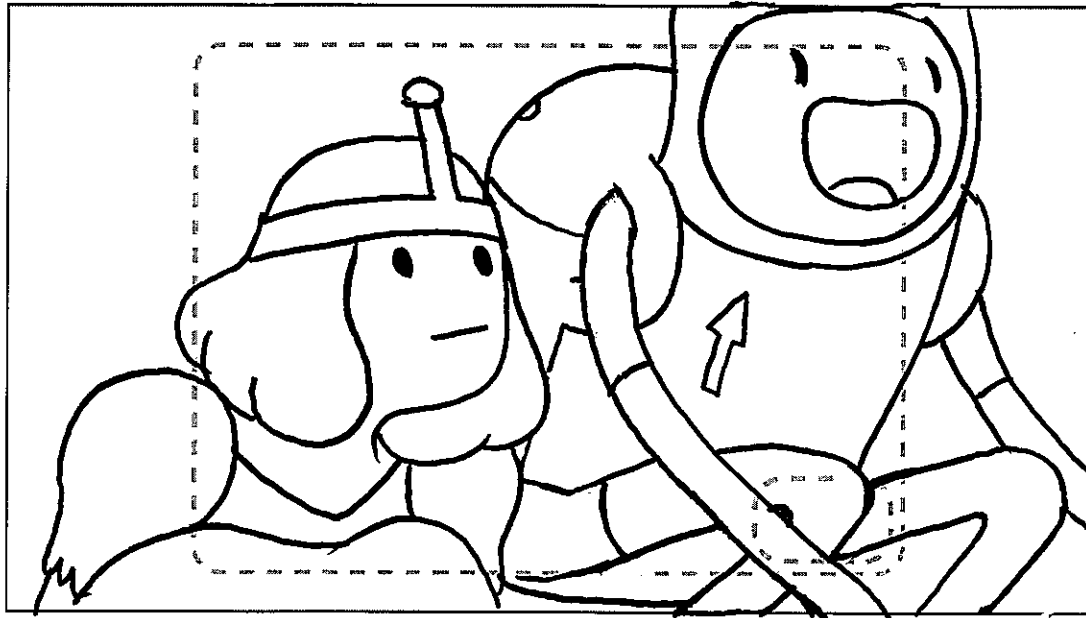
Production :

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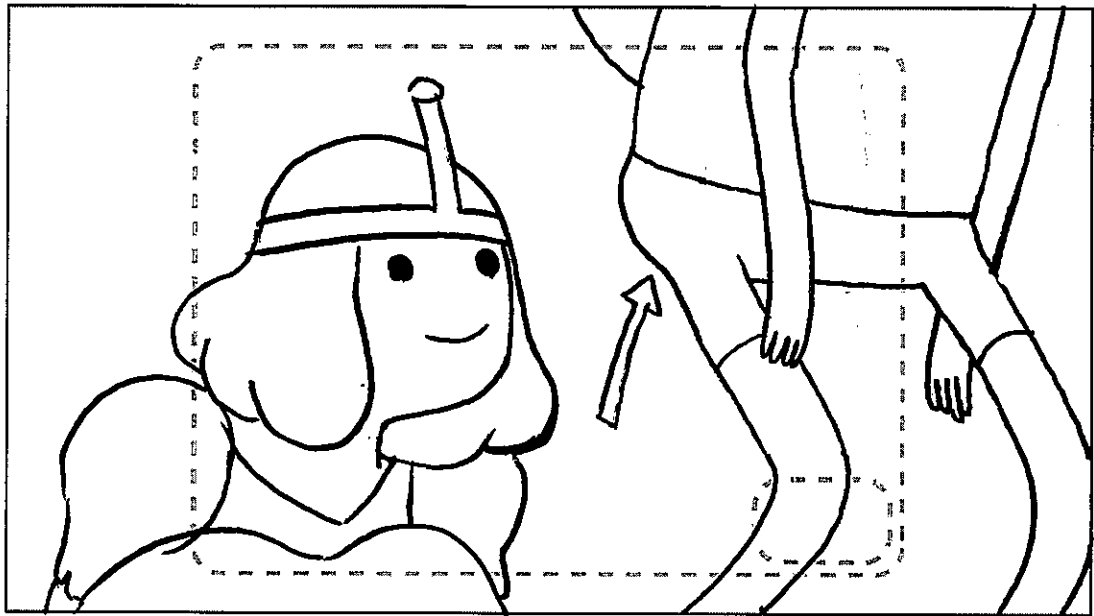
ADVENTURE TIME



Sc. 91 Pnl. H Bg. day night



Sc. 91 Pnl. I Bg. day night



Dialog:	Finn / Y A A Y —————→ !
Action:	Finn gets up quickly —————→
Timing:	

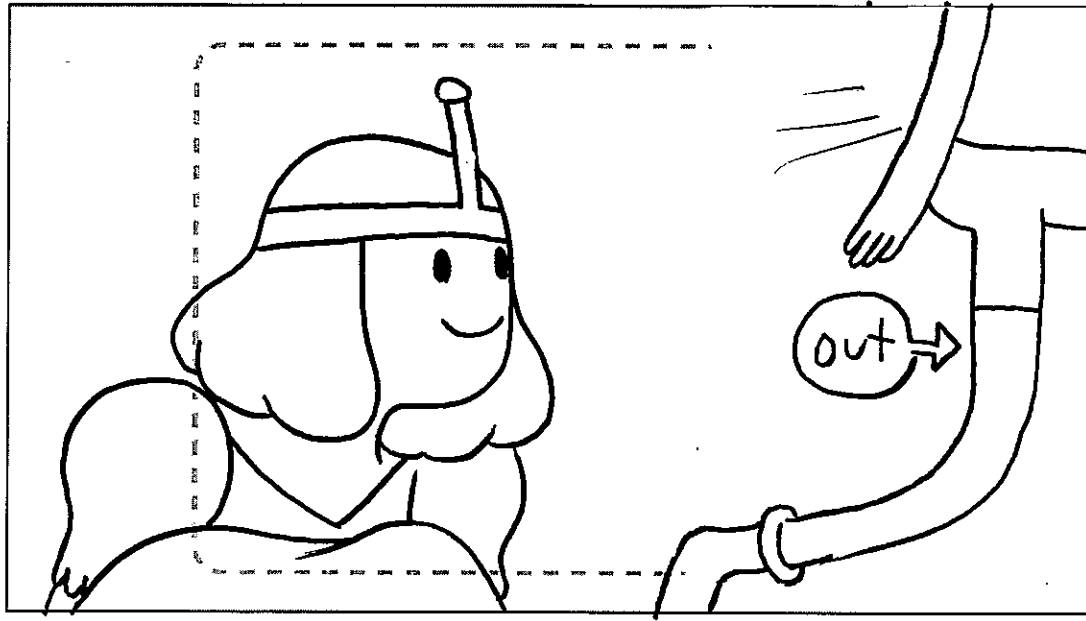
EPISODE # 100859  
Production :

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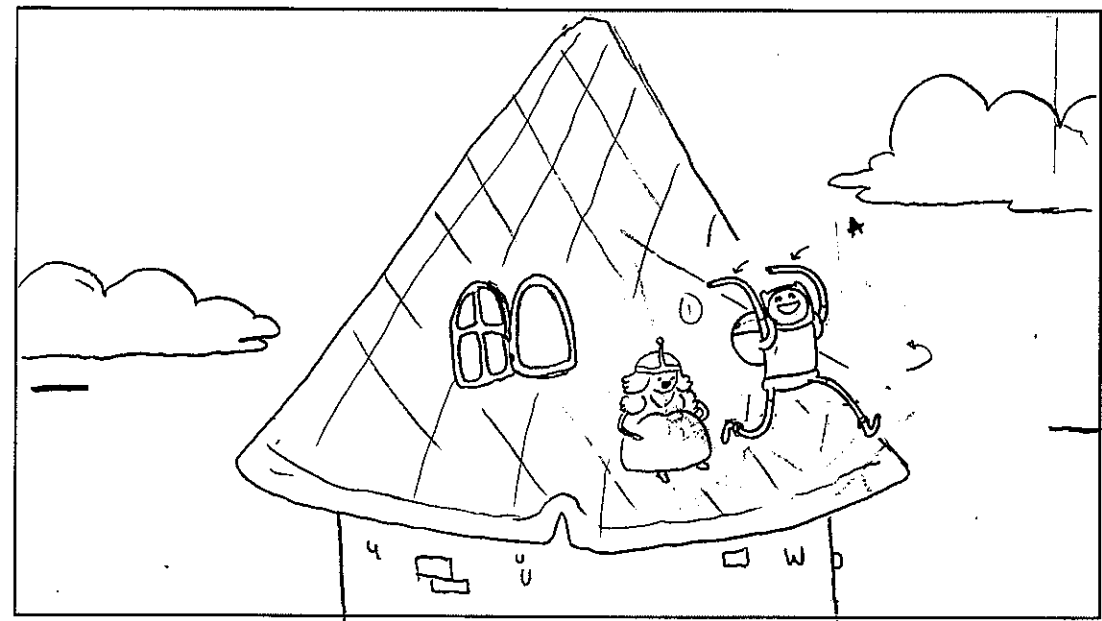
ADVENTURE TIME



Sc. 91 Pnl. J Bg. day night



Sc. 92 Pnl. A Bg. day night

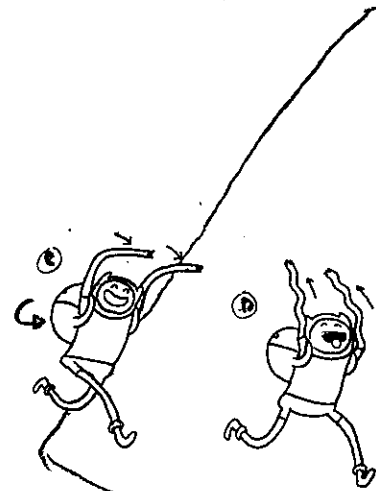
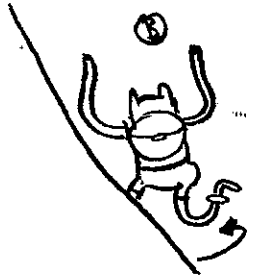


Dialog:

Finn /HAHAHAHA!

Action:

Timing:



\* FINN RUNS AROUND ROOF LAUGHING

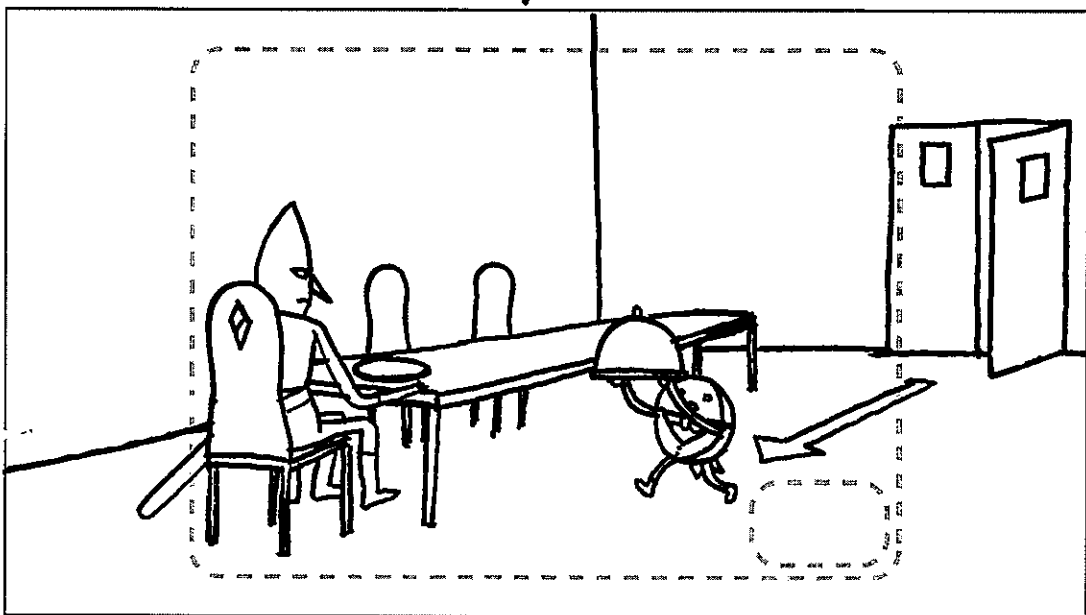
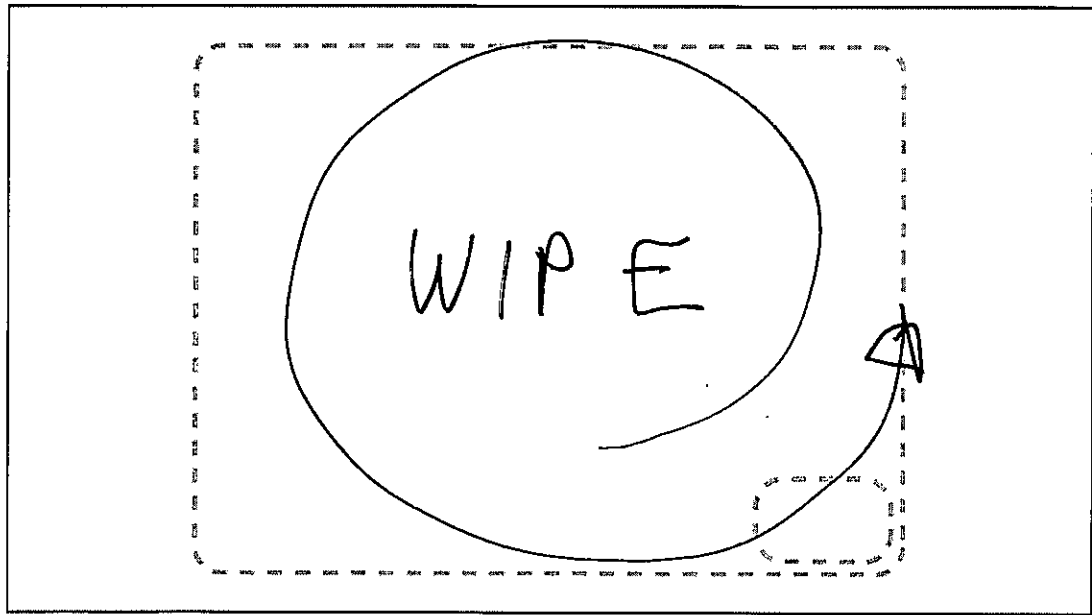
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ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. 93 Pnl. A Bg. day night



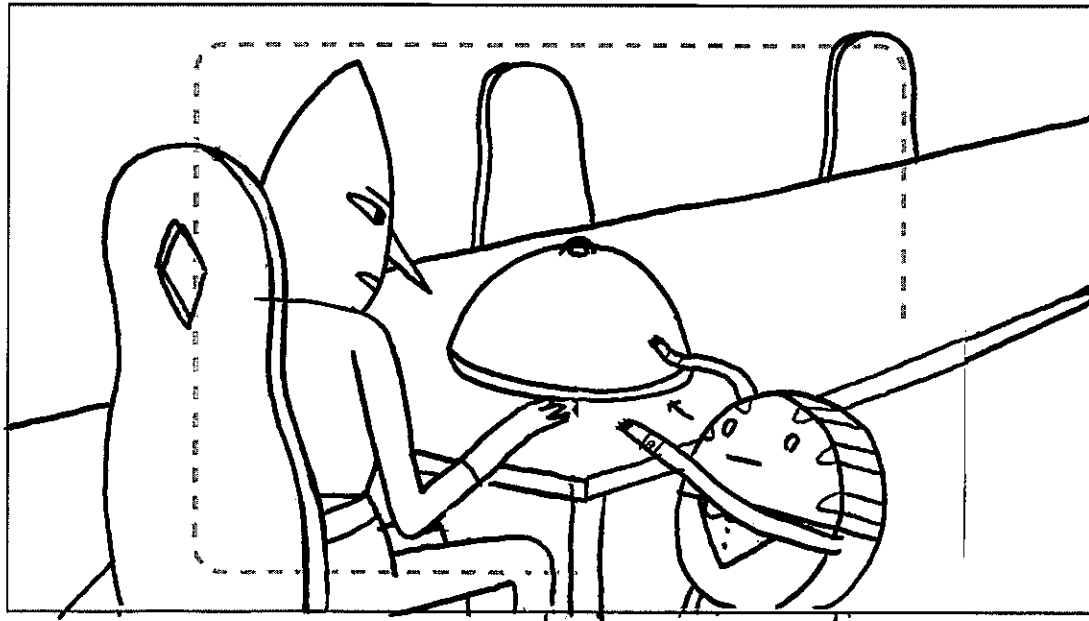
Dialog:	Pepbwtler/Thankyou for releasing me from the dungeon early Master Lemonsnatch.
Action:	
Timing:	

EPISODE # 100859  
Production :

ADVENTURE TIME



Sc. 94 Pnl. A Bg. day night



Sc. 94 Pnl. B Bg. day night



Dialog:  
ELS/VI determine what is  
early and what is  
late (2) Mr. Peppermint

Action:

Timing:



PepBrt/ Yes your Earlness.

EPISODE # 100859

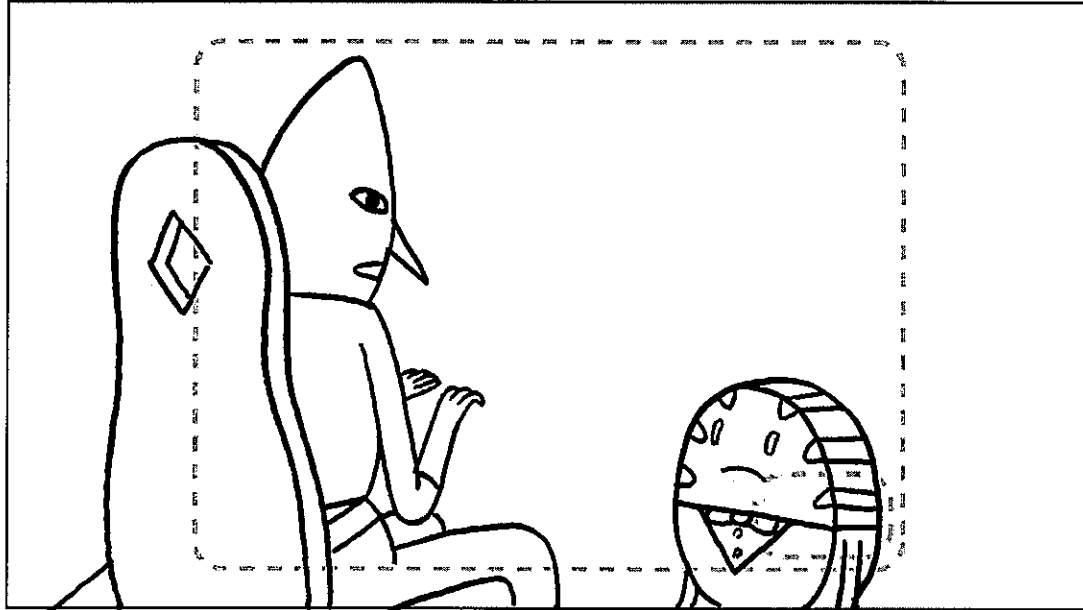
Production :

# ADVENTURE TIME

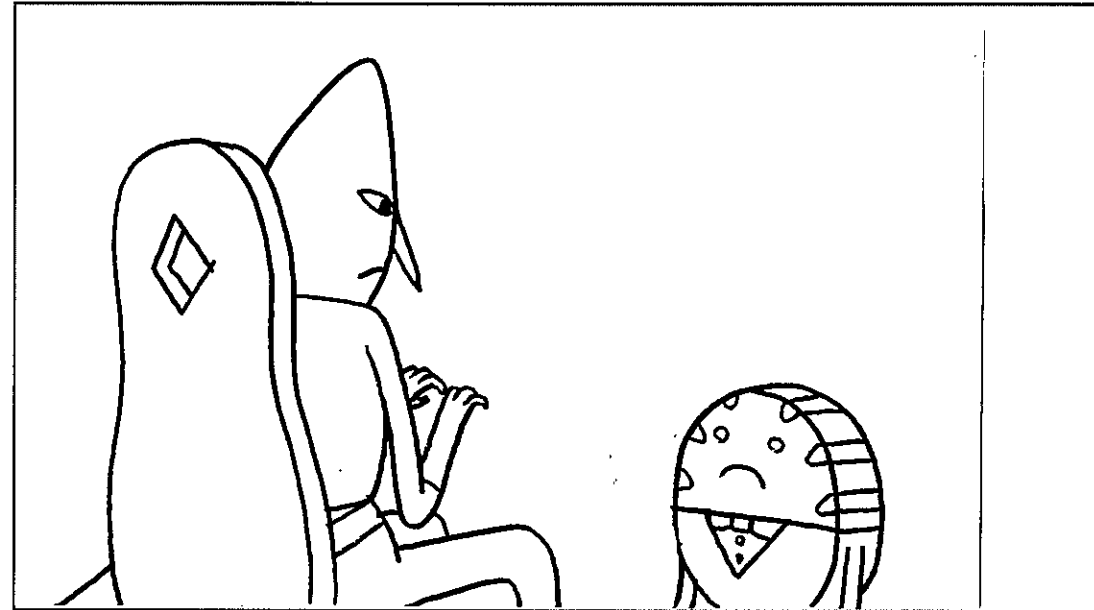


Page 104

Sc. 94 Pnl. C Bg. day night



Sc. 94 Pnl. D Bg. day night



Dialog:  
ELS/ Also I don't know where  
food comes from.

(Beat)

Action:

Timing:

EPISODE # 100859

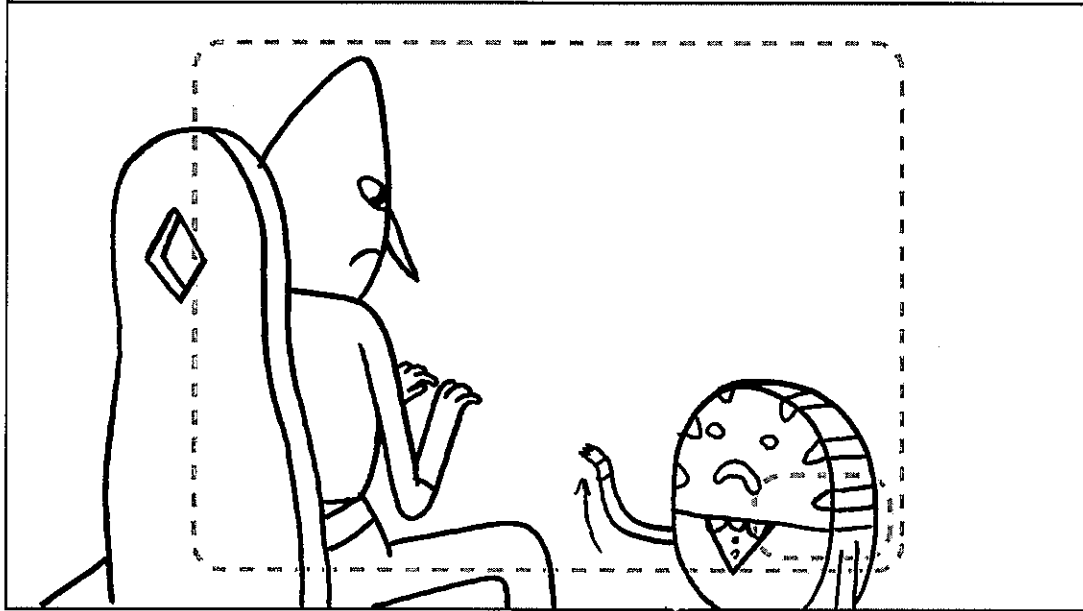
Production :

# ADVENTURE TIME

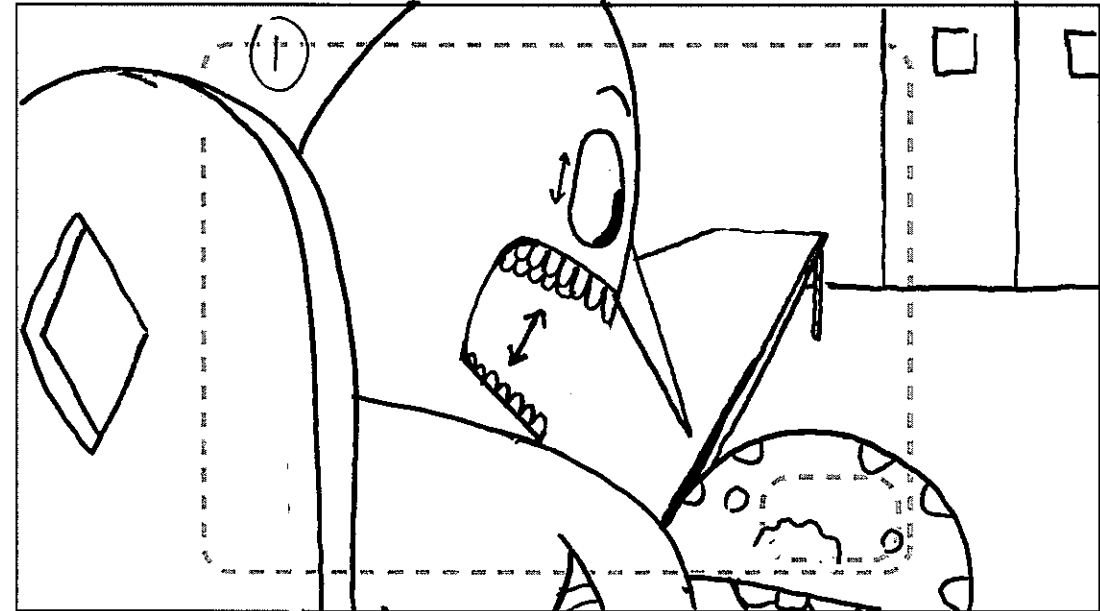


Page 125

Sc. 94 Pnl. E Bg. day night



Sc. 95 Pnl. A Bg. day night



Dialog:

PB/ My lord, food comes from ma —→ ELS/O/MAAAA-  
②-N O !

Action:

Timing:



EPISODE # 100859

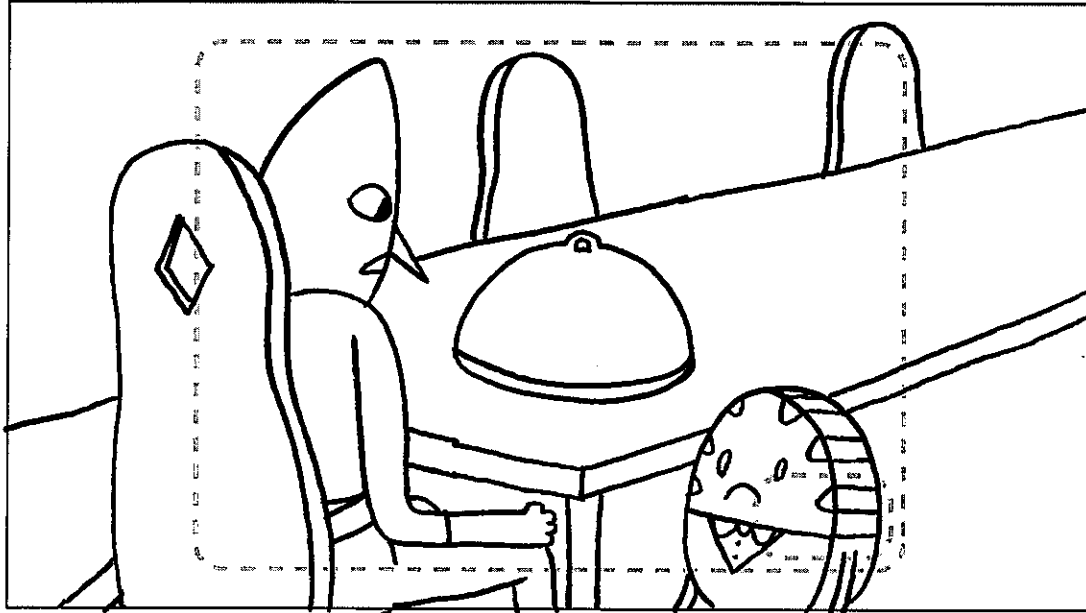
Production :

# ADVENTURE TIME

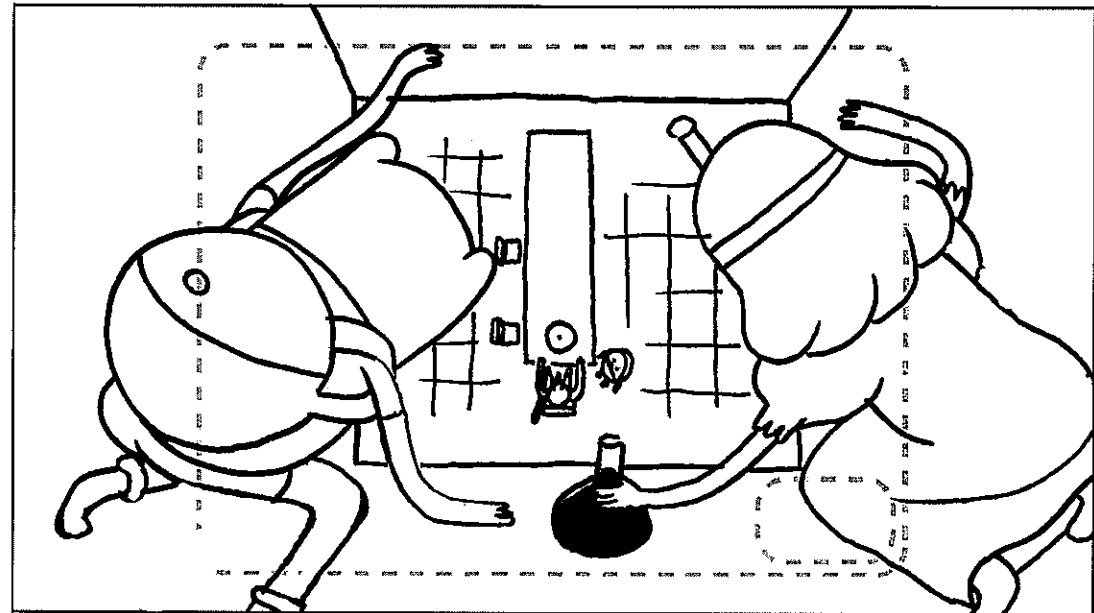


Page 125A

Sc. 95A Pnl. A Bg. day night



Sc. 95A Pnl. A Bg. day night



Dialog:

ELS/① That is why I am "ROYAL"  
② And you are  
"SERVAL"

Action:

Timing:



ELS (distanced) Now what ever you  
made, I hope it's as mild  
as kitten milk

(F+ PB looking down a hatch  
in the ceiling)

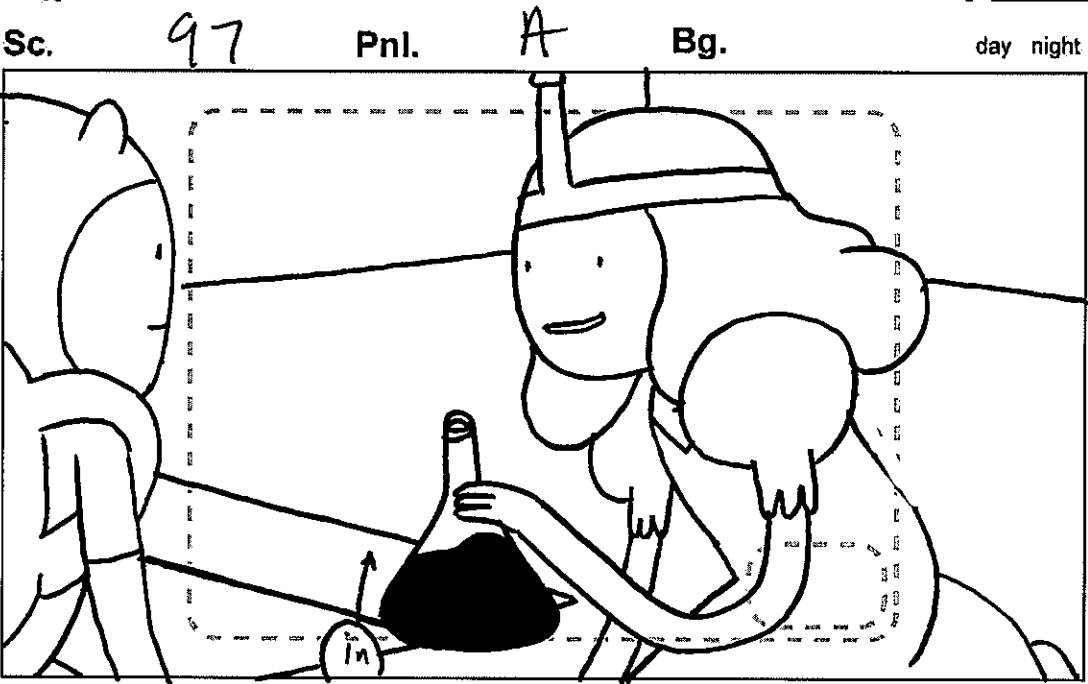
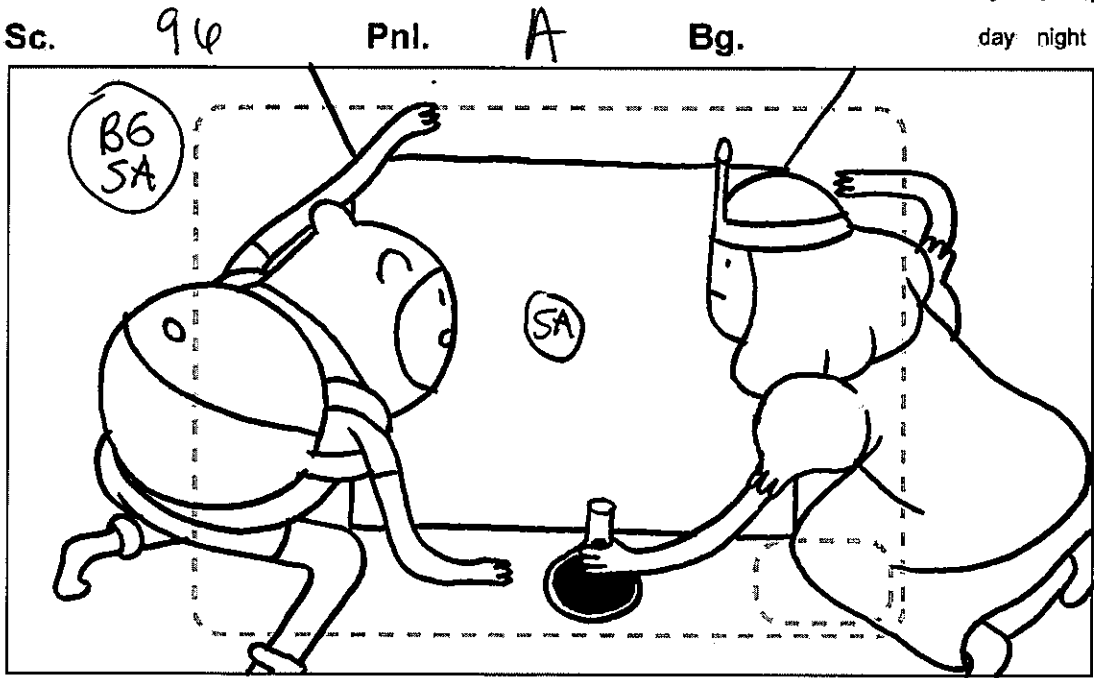
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Production :



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ADVENTURE TIME



Dialog:	Finn/(whisper) You ready to pour the stuff?	PB/ Yeah I made it super hot this time...
Action:		
Timing:		

EPISODE # 100859

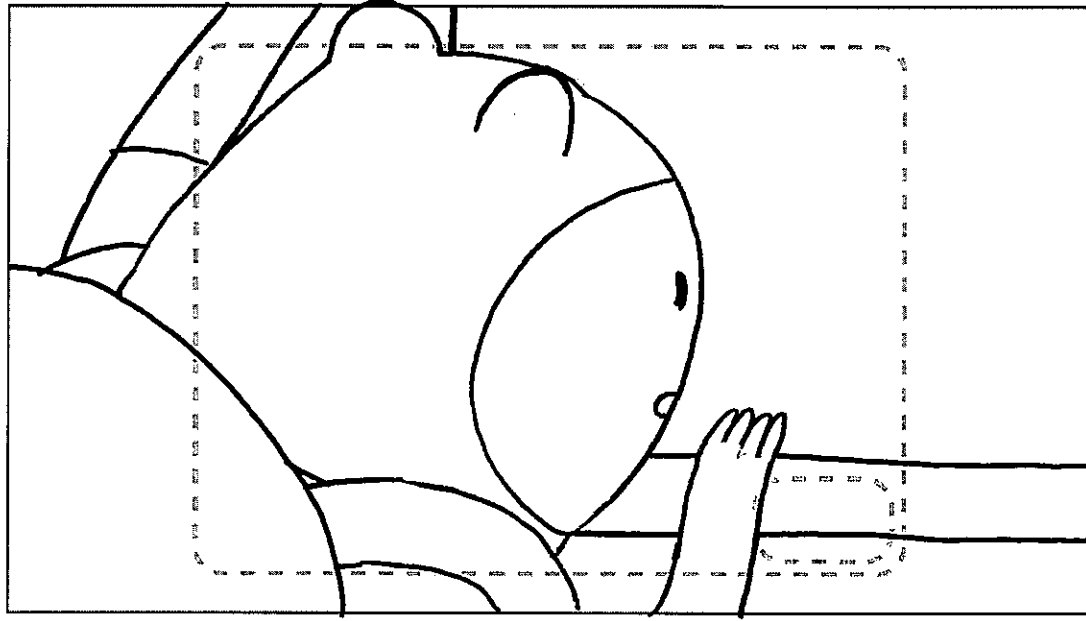
Production :

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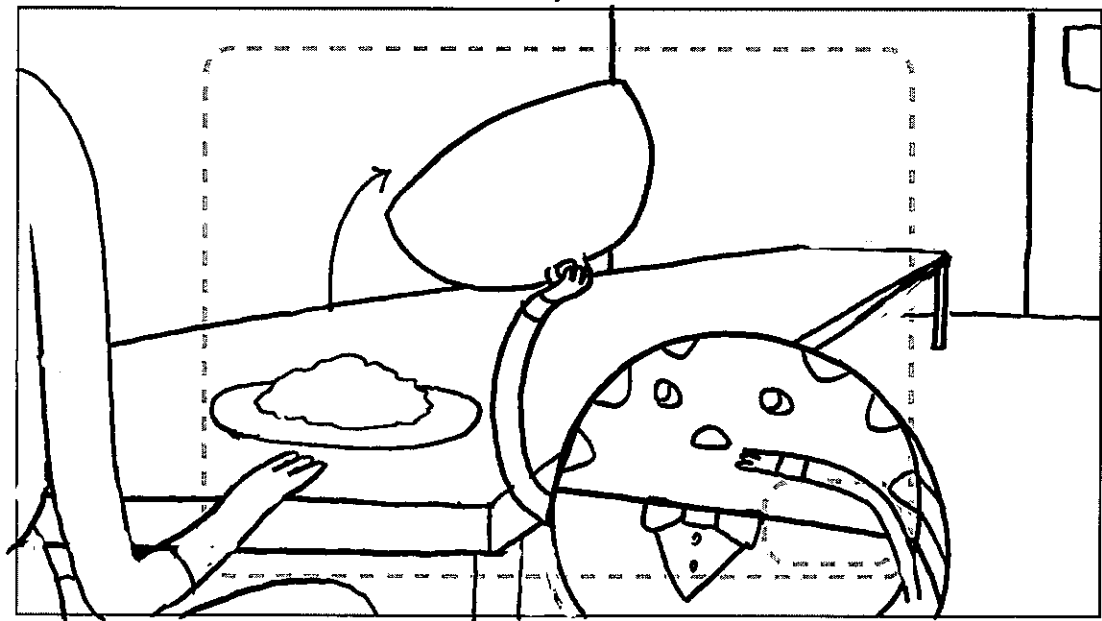
ADVENTURE TIME



Sc. 98 Pnl. A Bg. day night



Sc. 99 Pnl. A Bg. day night



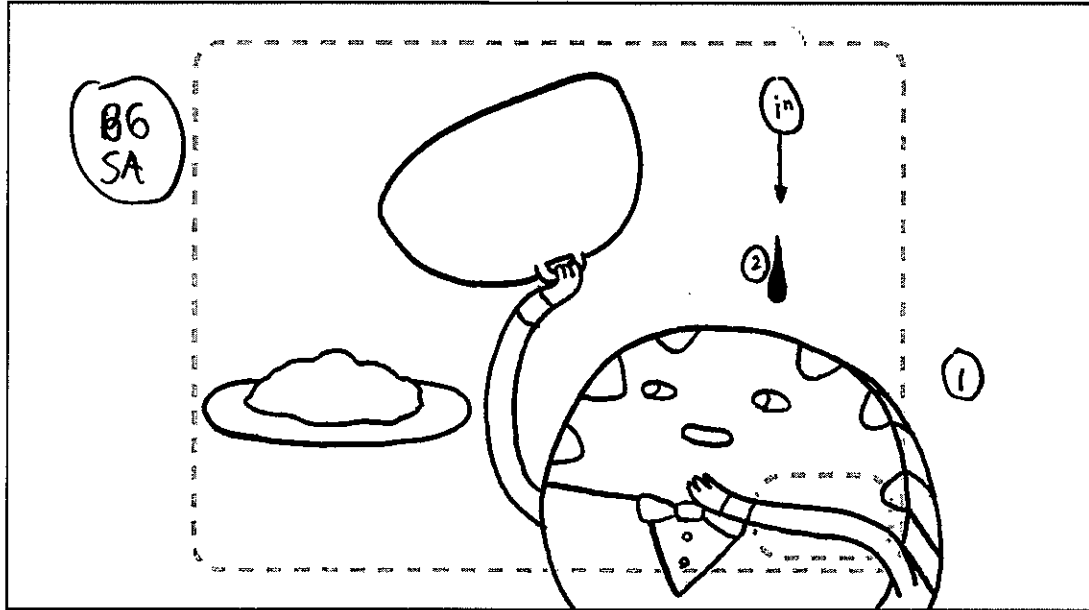
Dialog:	Finn/ wait till he opens the lid ...	PBvt/ Behold a plate of mashed carrots -
Action:		
Timing:		

EPISODE # 100859  
Production :

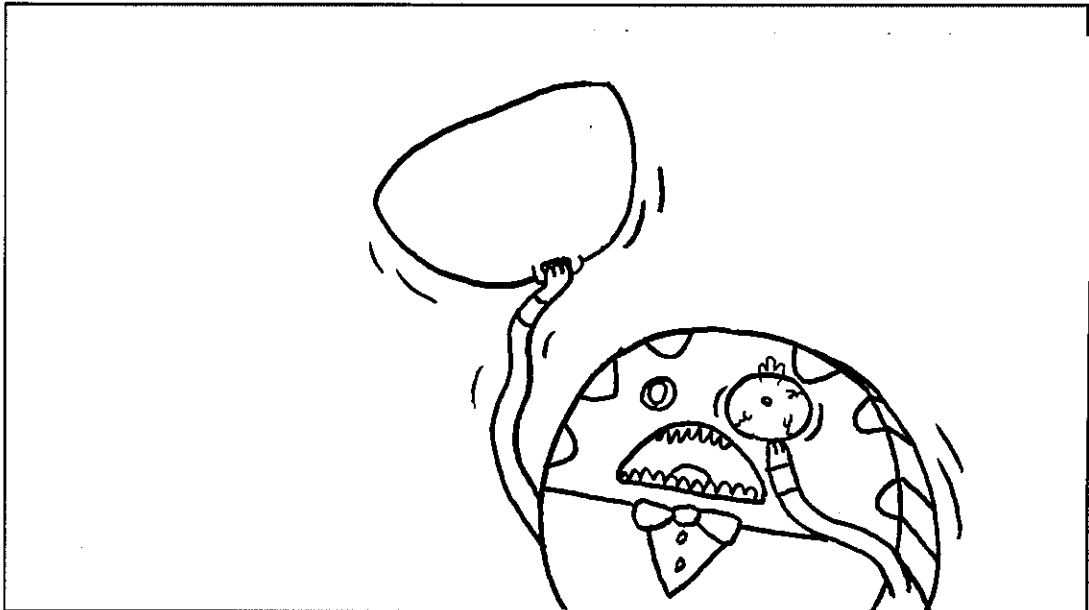
ADVENTURE TIME



Sc. 99 Pnl. B Bg. day night



Sc. 99 Pnl. C Bg. day night



Dialog: Pepbwt (cont) ① Lovingly soaked in water to eliminate all ② flavo → O A A A A !!

Action: ② syrup drip into Pepbwt's eye

Timing:

EPISODE # 100859

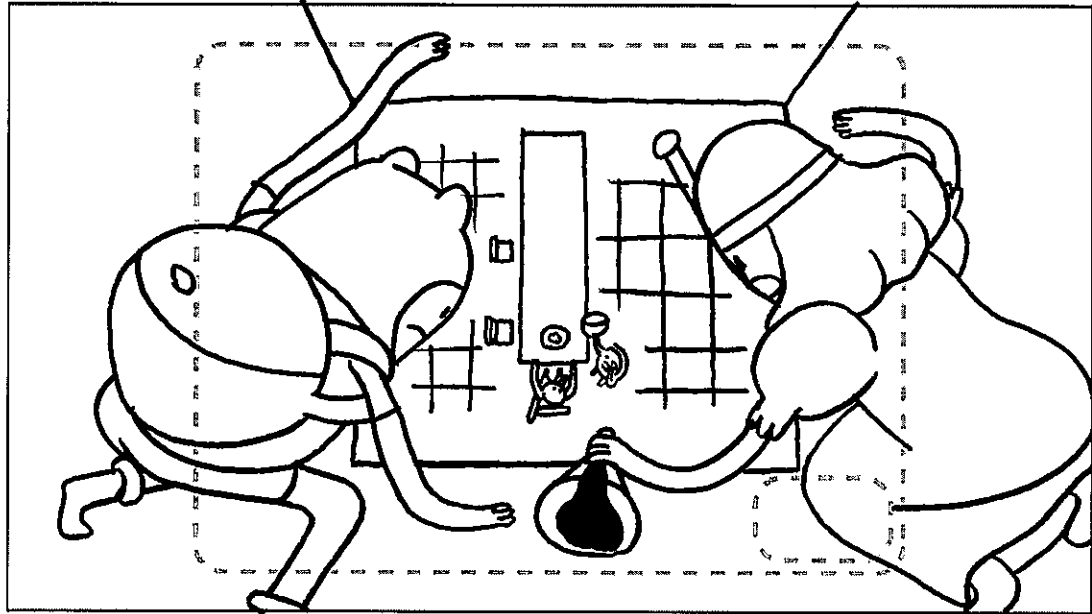
Production :

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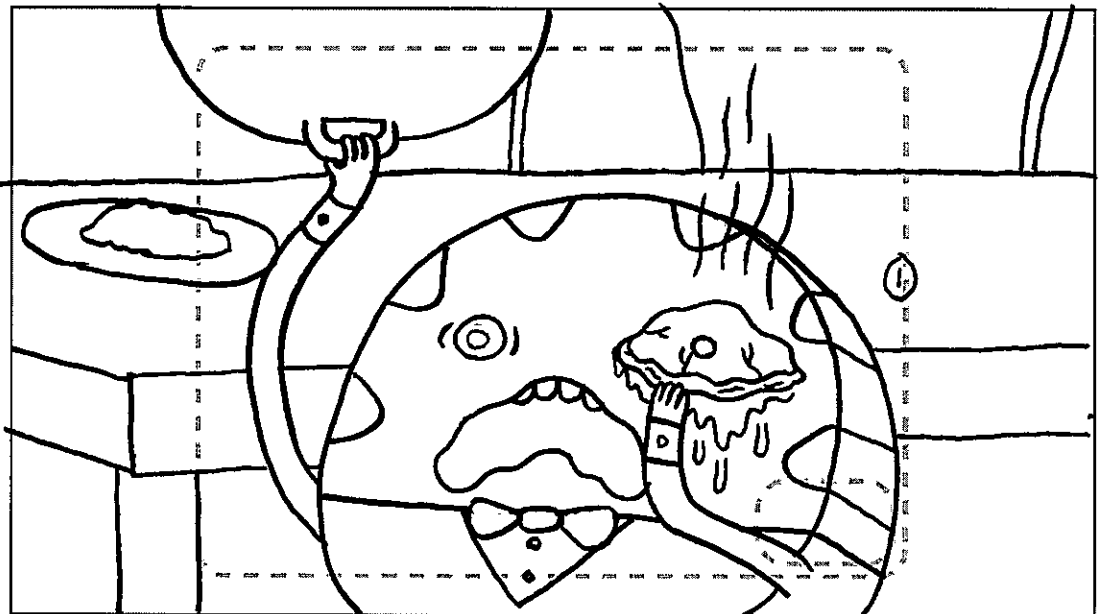
ADVENTURE TIME



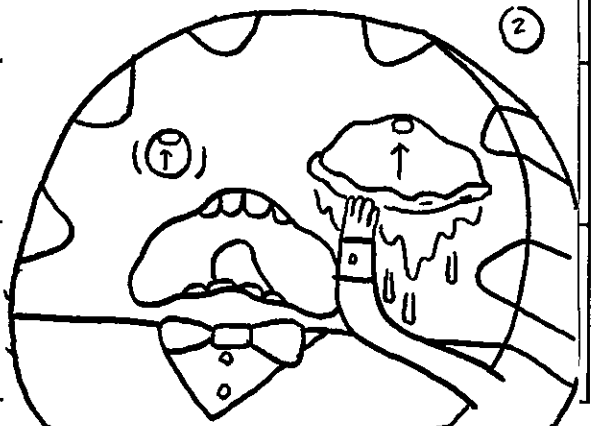
Sc. 100 Pnl. A Bg. day night



Sc. 101 Pnl. A Bg. day night



Dialog: PBubblegum/(whisper) shoot :  
(Pepbvt continues screaming —————→ )  
Action: (P Bvtler looks up at the ceiling.)  
Timing:



EPISODE # 100859  
Production :

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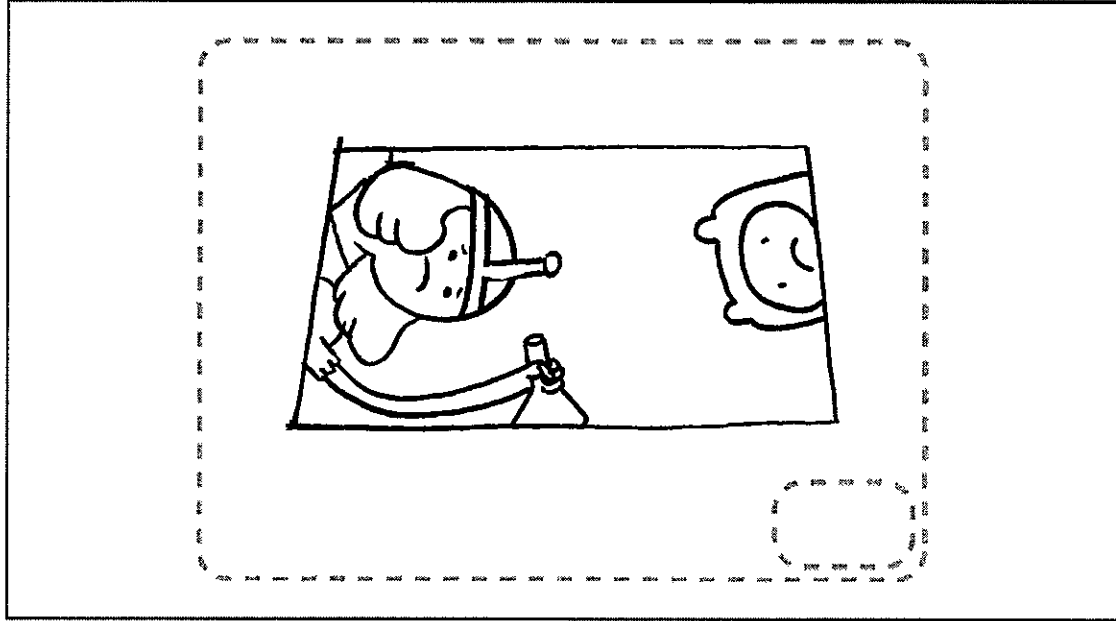
# ADVENTURE TIME



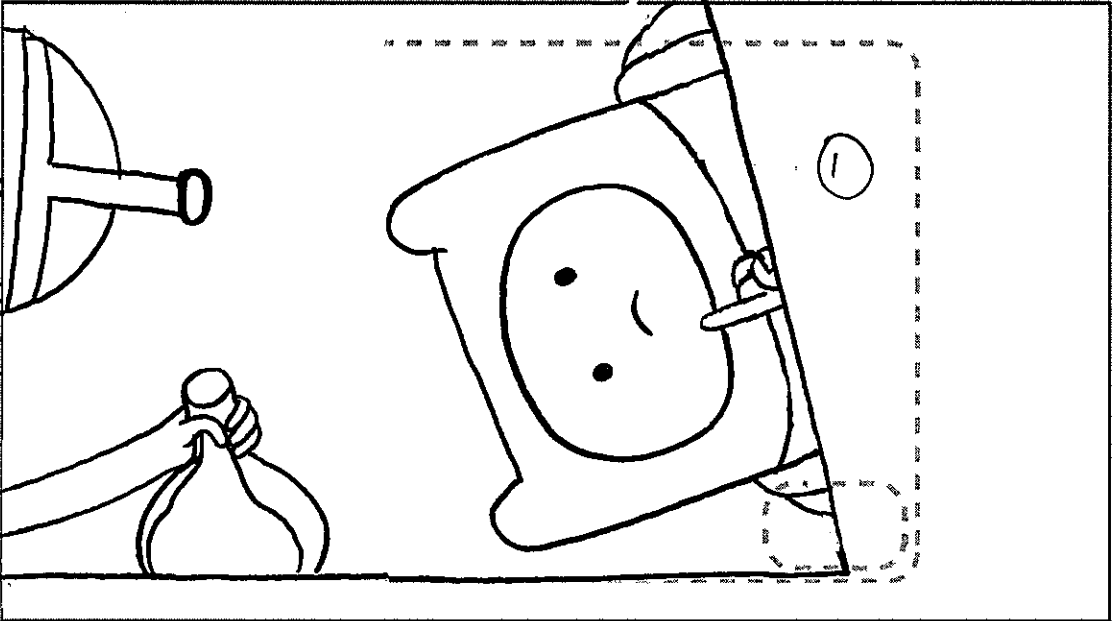
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NO 131  
SKIP  
TO  
132

Sc. 102 Pnl. A Bg. day night



Sc. 103 Pnl. A Bg. day night

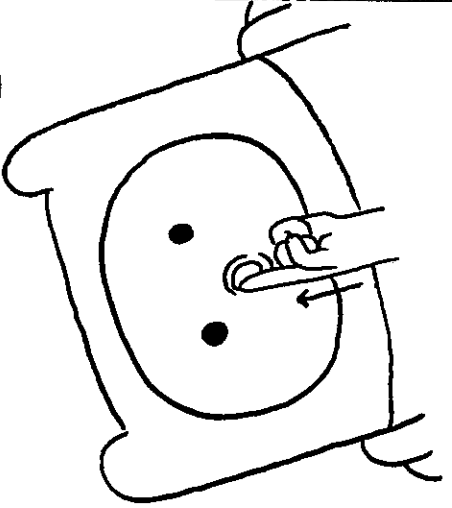


Dialog:  
(Peppermint butler still screaming —————)

Action:

Timing:

② Finn/(=Shhh=)



EPISODE # 100859

Production :

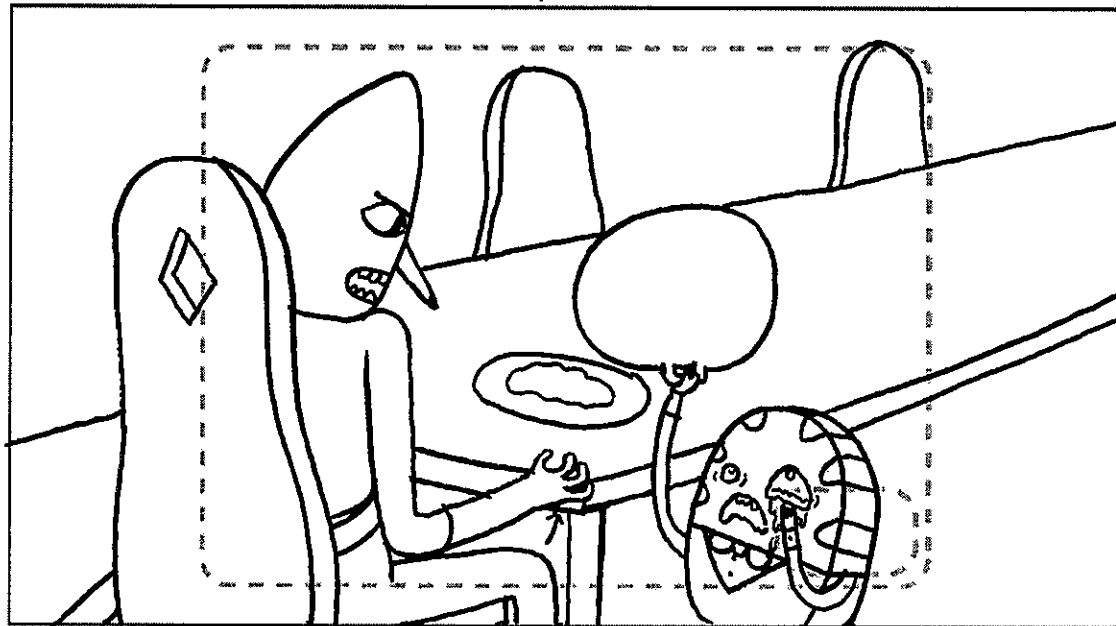
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# ADVENTURE TIME

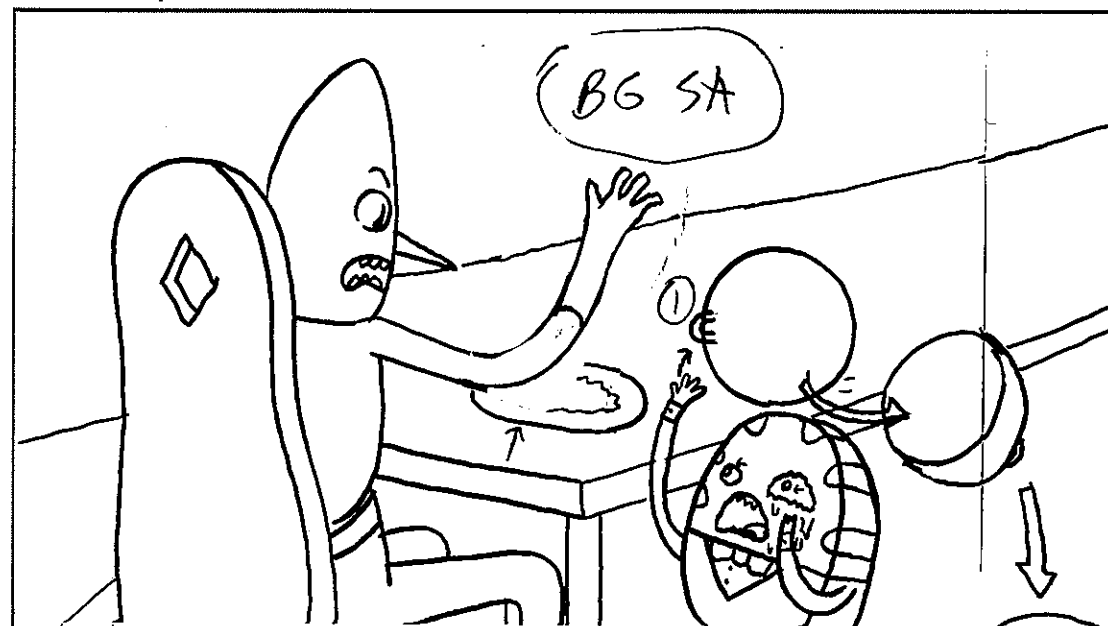


Page 138

Sc. 106 Pnl. A Bg. day night



Sc. 106 Pnl. B Bg. day night



Dialog: Earl of Lemonsnatch! Stop screaming! ——— why are you screaming?!

(Pepbutler still screaming ——— ) ③ SPX/KLANG!

Action: ① pepbutler drops lid + looks at Lemonsnatch

②+③ lid rolls off table)

Timing:

EPISODE # 100859

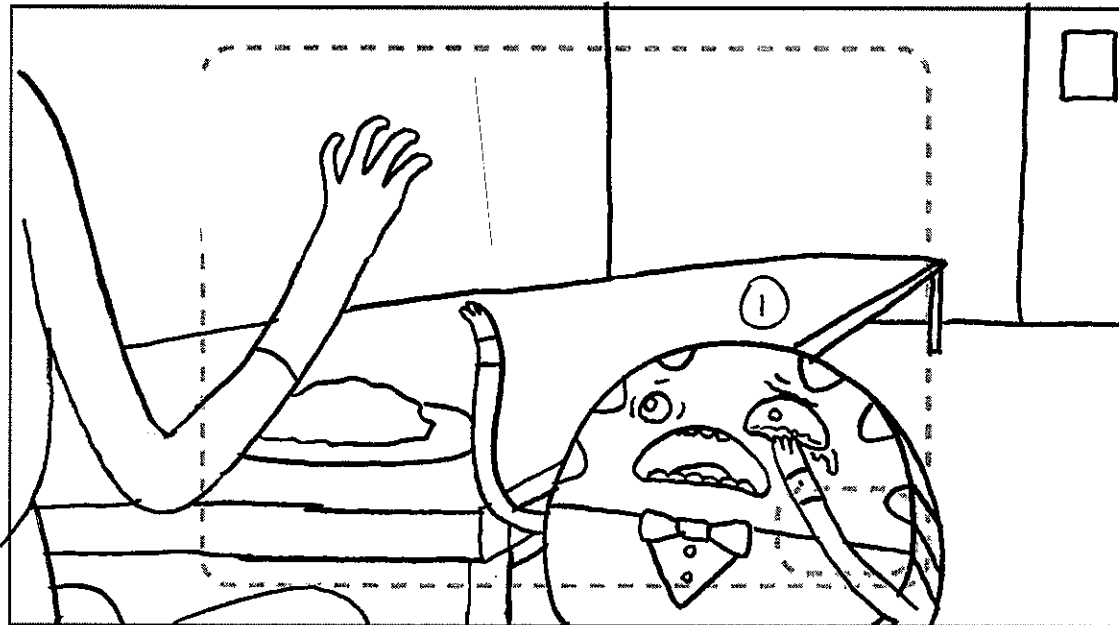
Production :

# ADVENTURE TIME

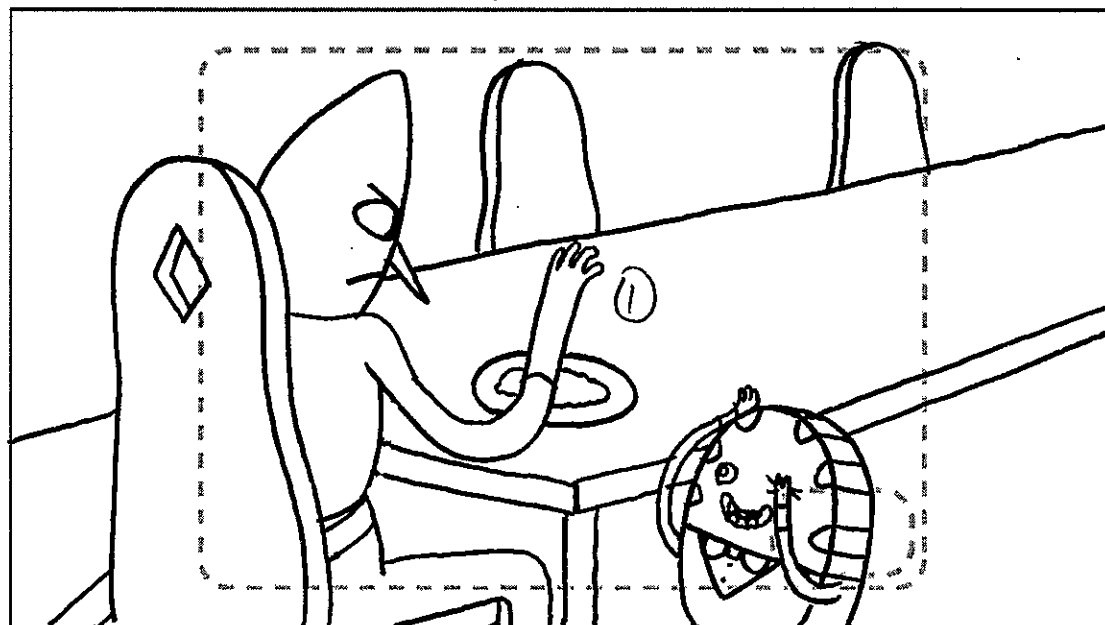


Page 133

Sc. 107 Pnl. A Bg. day night



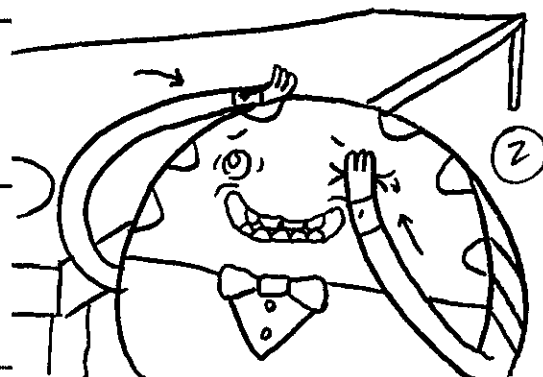
Sc. 108 Pnl. A Bg. day night



Dialog: pepbvtler ① Because I'm so  
② excited by this meal  
I made!

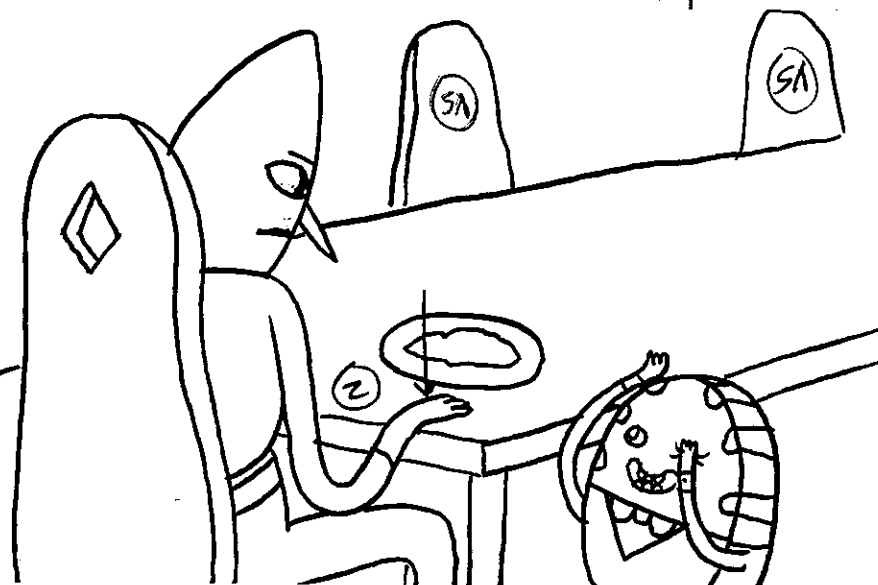
Action:

Timing:



(Beat)

② c/s places  
hand on  
table



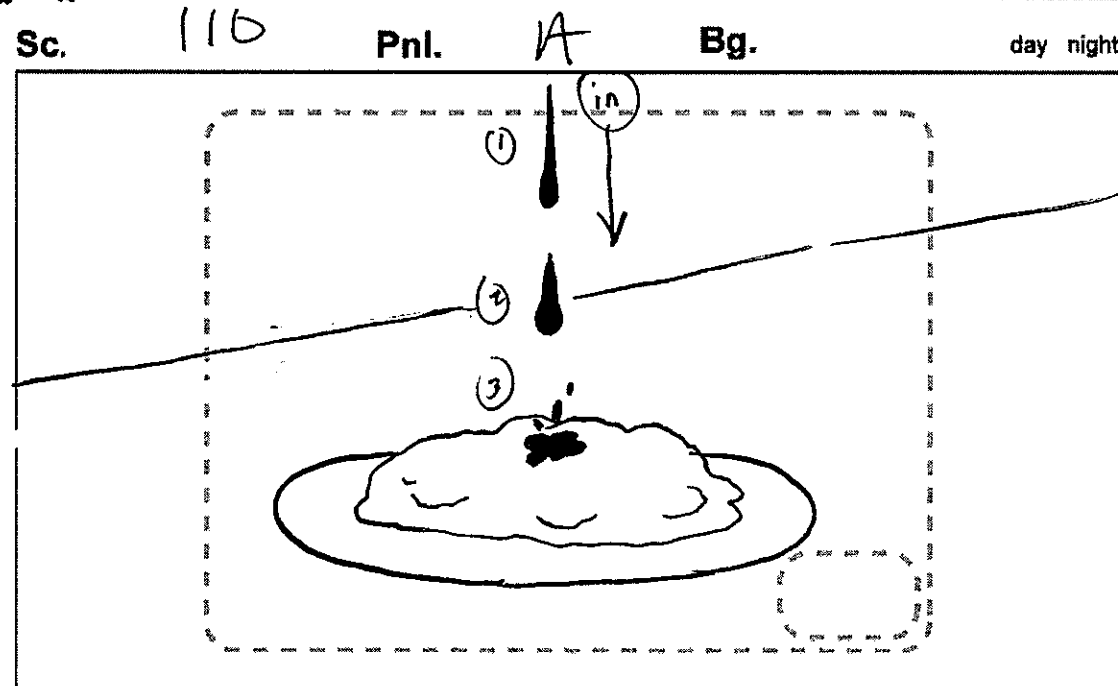
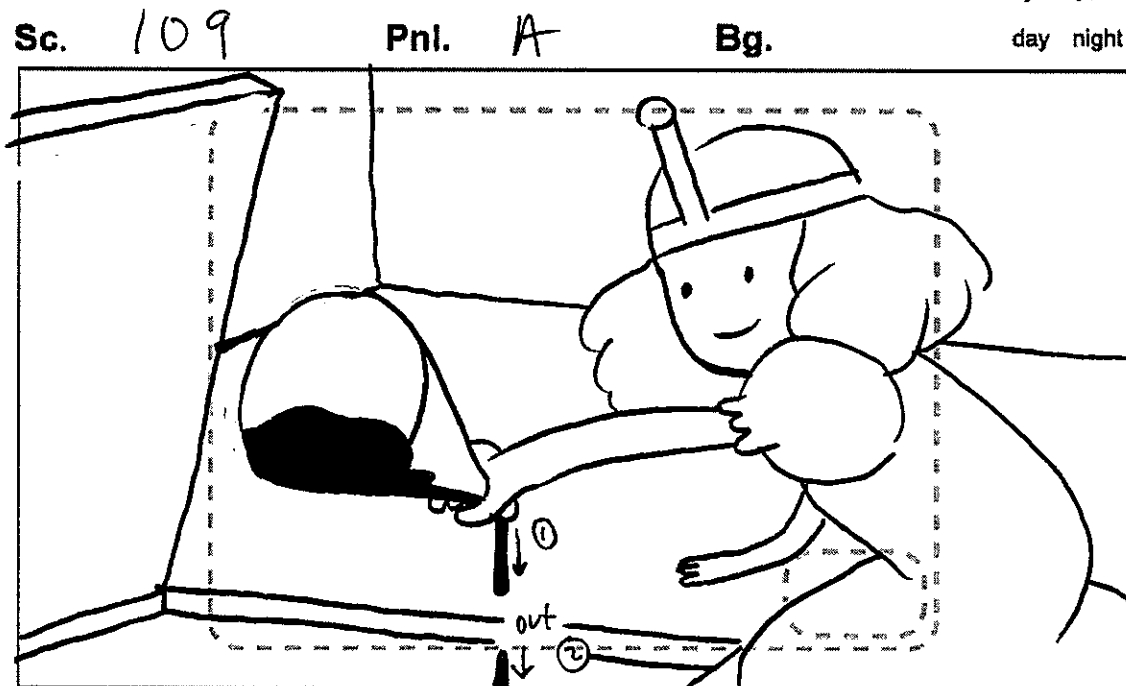
EPISODE # 100859

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# ADVENTURE TIME



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Dialog:	sfx ( blip ! )	
Action:	PB pours syrup	sauce drips into mashed carrots
Timing:		

EPISODE # 100859

Production :

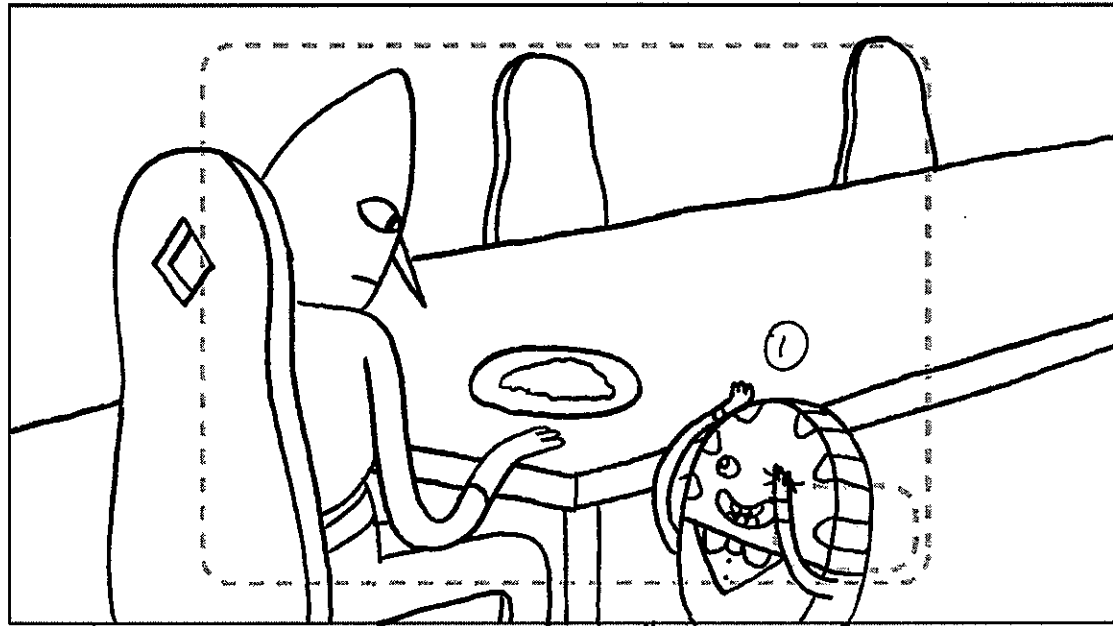


# ADVENTURE TIME

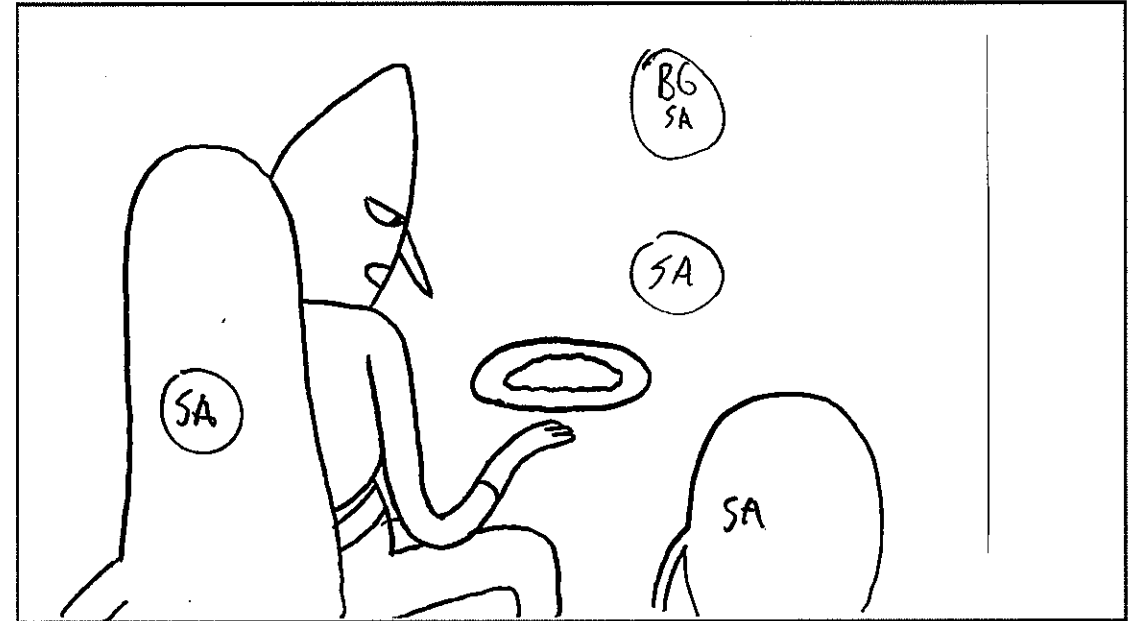


Page 135

Sc. 111 Pnl. A Bg. day night



Sc. 111 Pnl. B Bg. day night



Dialog:

(beat)

ELS/ Me too. I'm excited too.

Action:



Timing:

EPISODE# 100859

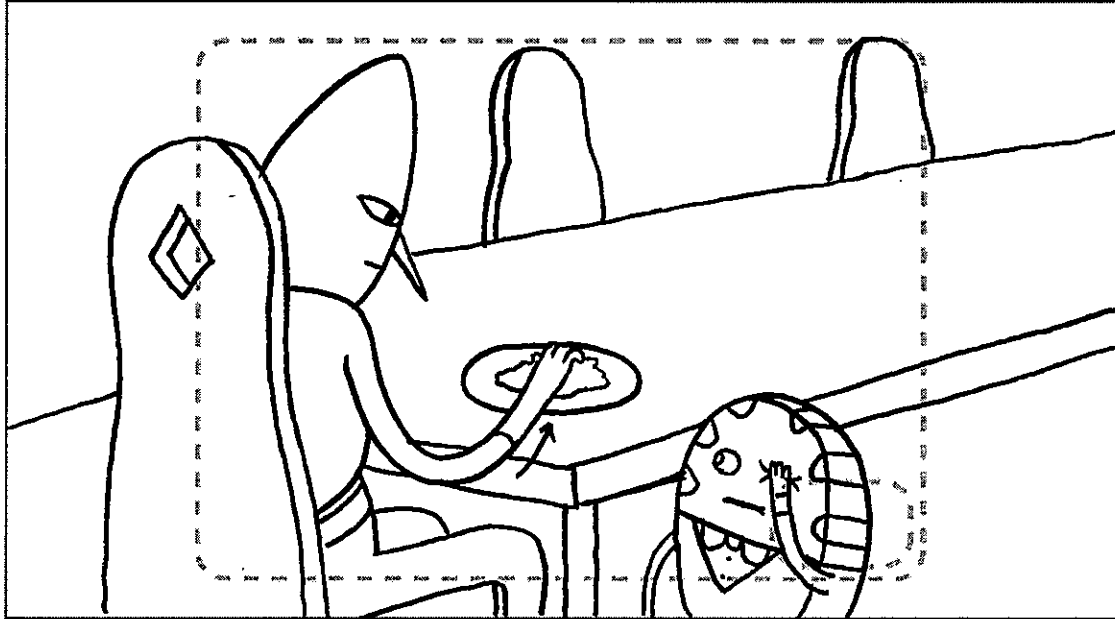
Production :

# ADVENTURE TIME

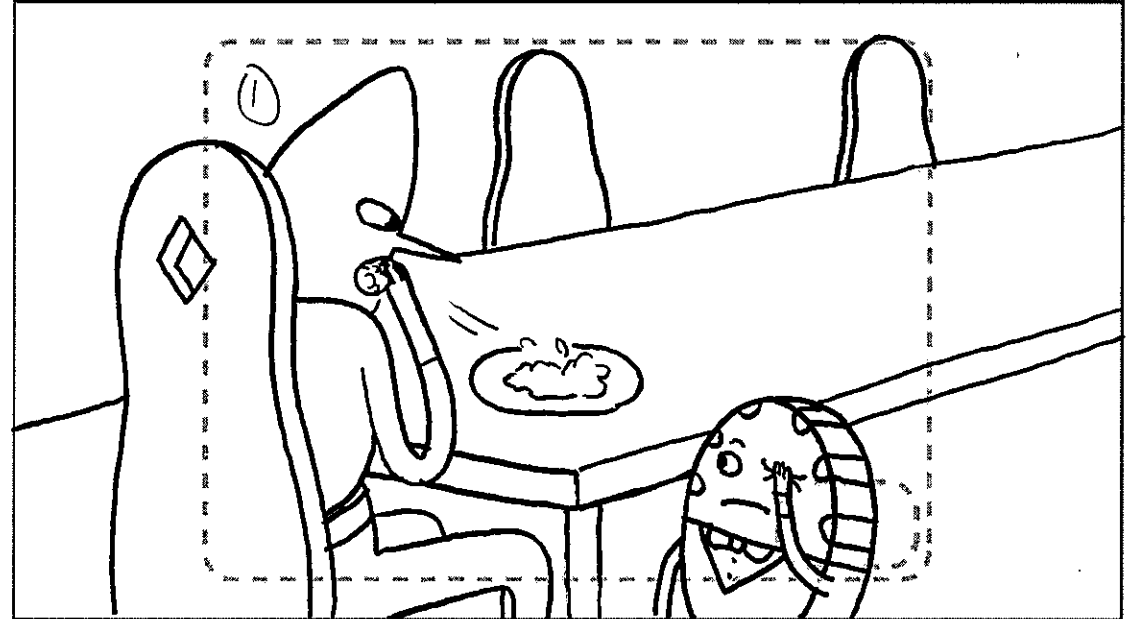


Page 136

Sc. 111 Pnl. C Bg. day night



Sc. 111 Pnl. D Bg. day night



Dialog:

ELS / GULP

Action:

ELS grabs a handful of food

Timing:



EPISODE # 100859

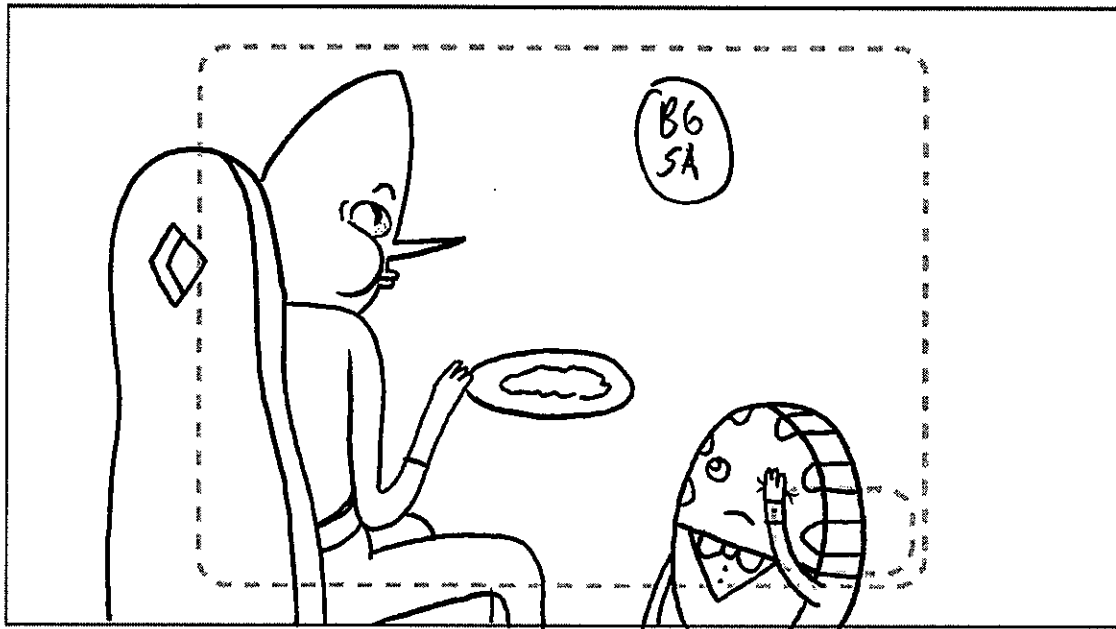
Production :

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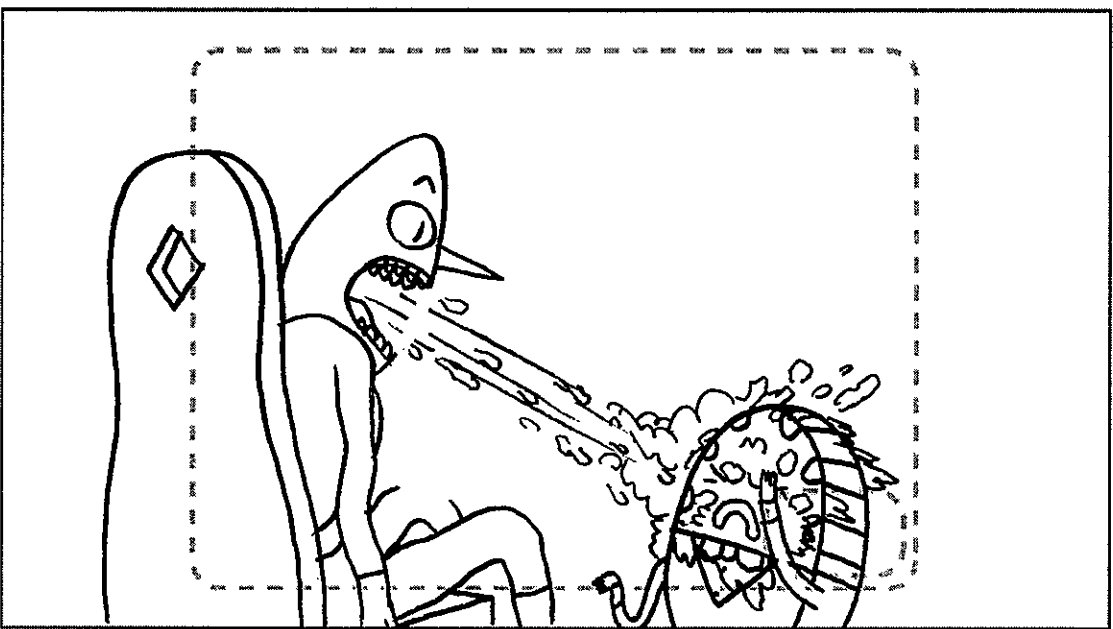
ADVENTURE TIME



Sc. 111 Pnl. E Bg. day night



Sc. 111 Pnl. F Bg. day night



Dialog:	ELS / M ! —————→ PAAH !!
Action:	projectile vomit on Pephtler's face
Timing:	

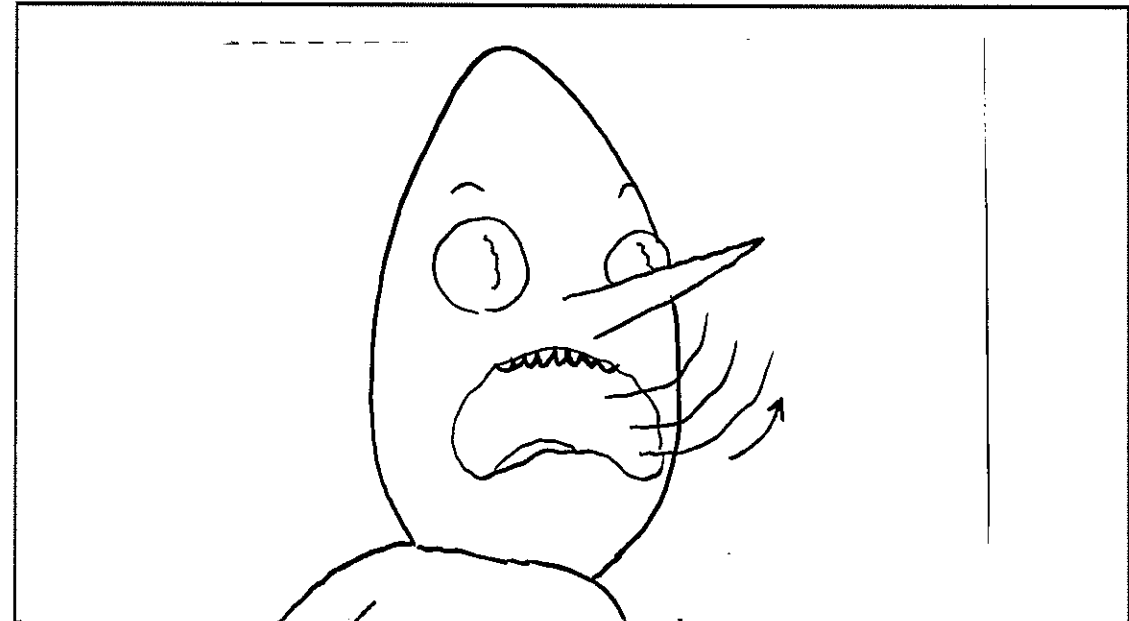
EPISODE # 100859  
Production :

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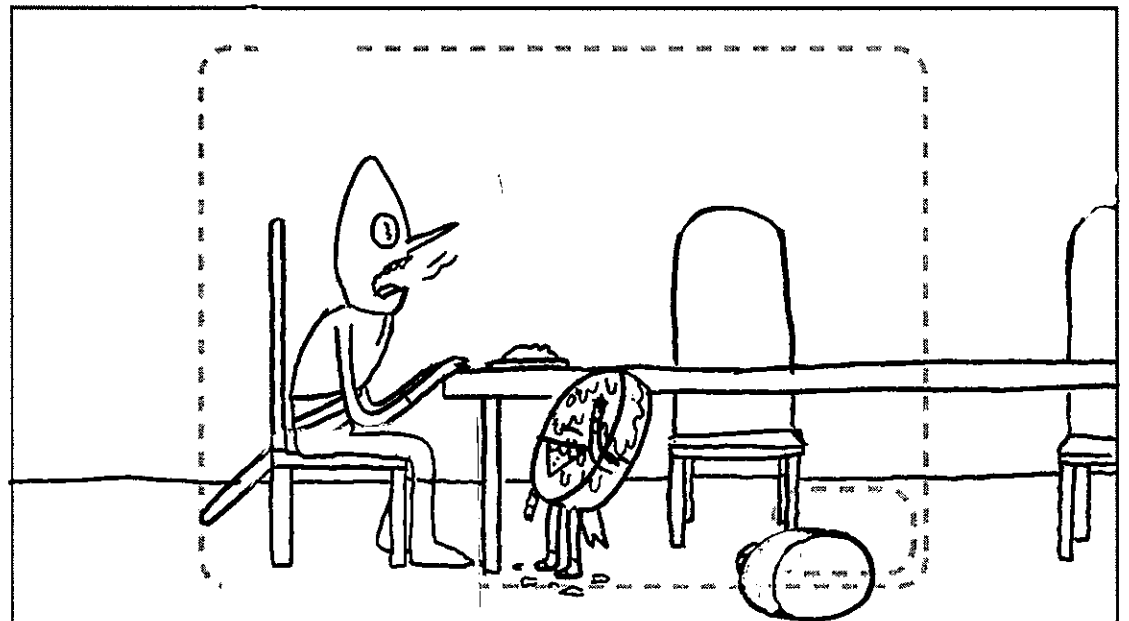
ADVENTURE TIME



Sc. 112 Pnl. A Bg. day night



Sc. 113 Pnl. A Bg. day night



Dialog:	ELS / HUUUGH H —————→
Action:	steam coming out of mouth
Timing:	

100859

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. 113 Pnl. B Bg. day night

PAN

Dialog: ELS/ HUUVUUU GHHH!

(2)

Action: ① Earl of Lemonsnatch gets up from table, ②③ walks towards the window ④ Falls out window

Timing:

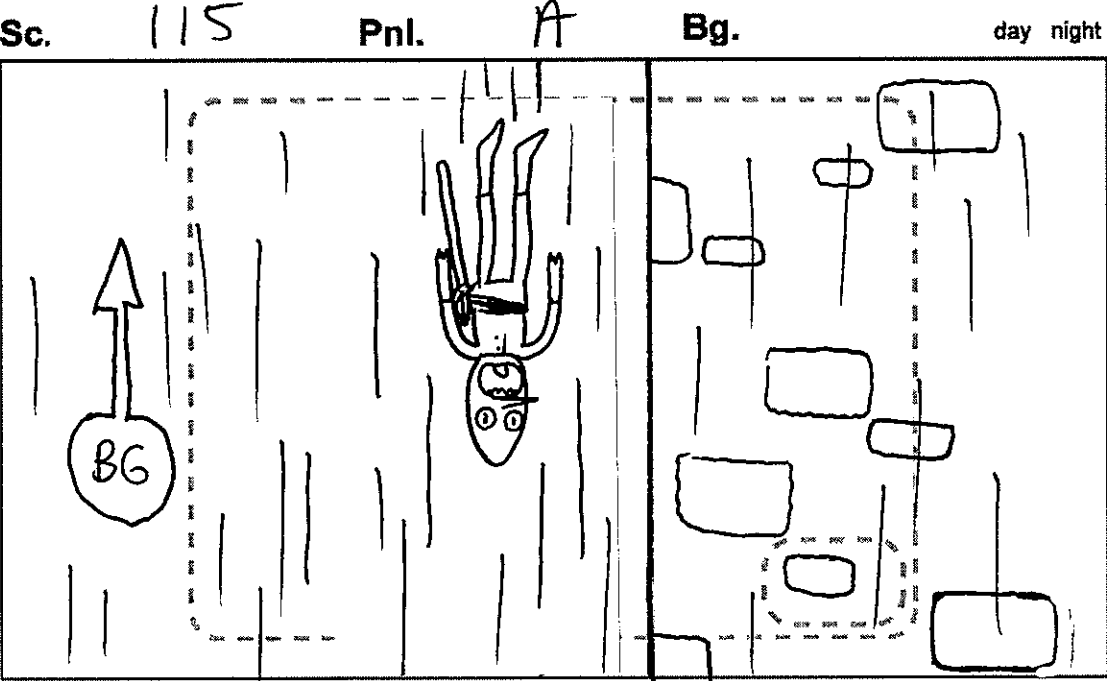
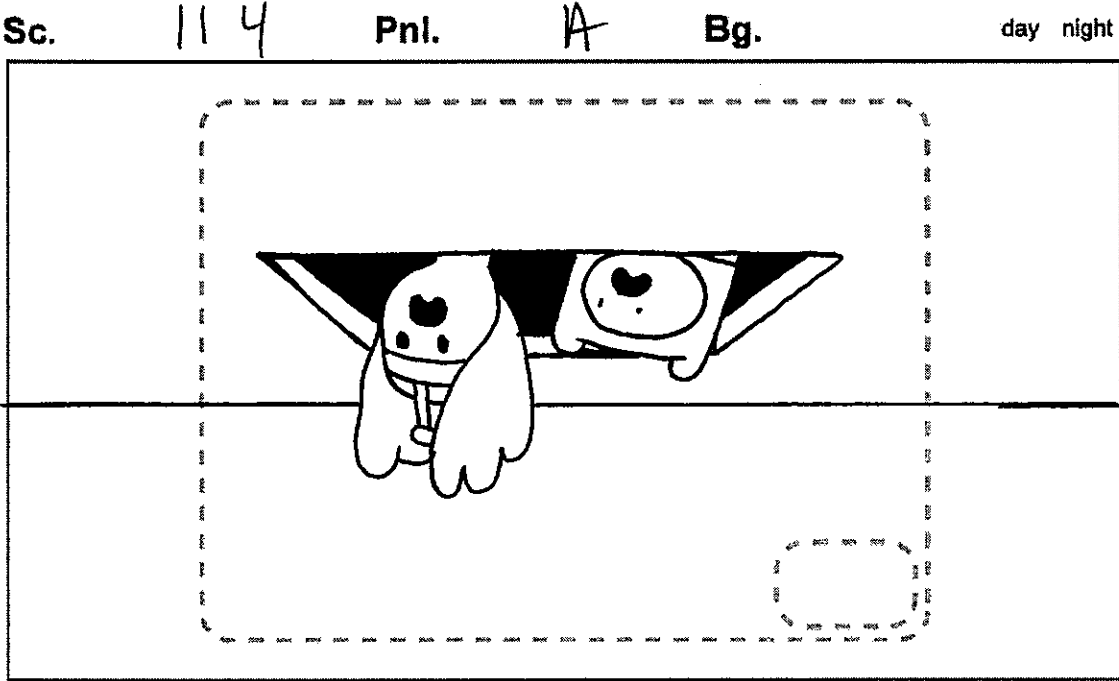
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ADVENTURE TIME



Page 140

NO 141  
SKIP  
TO  
143



Dialog:
Action:
Timing:

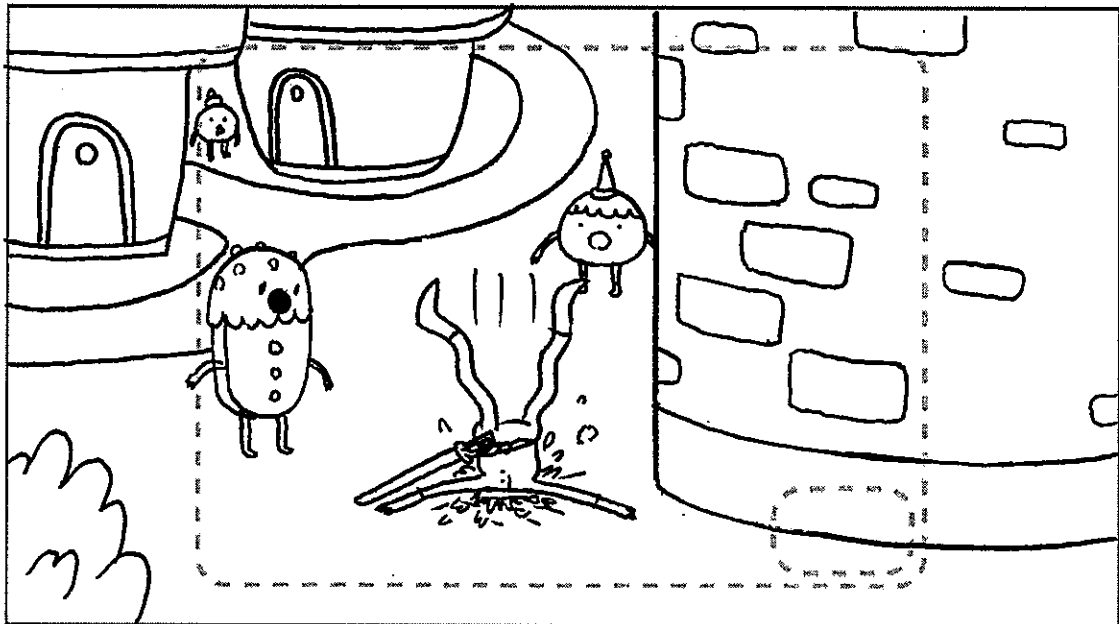
EPISODE # 100859  
Production :

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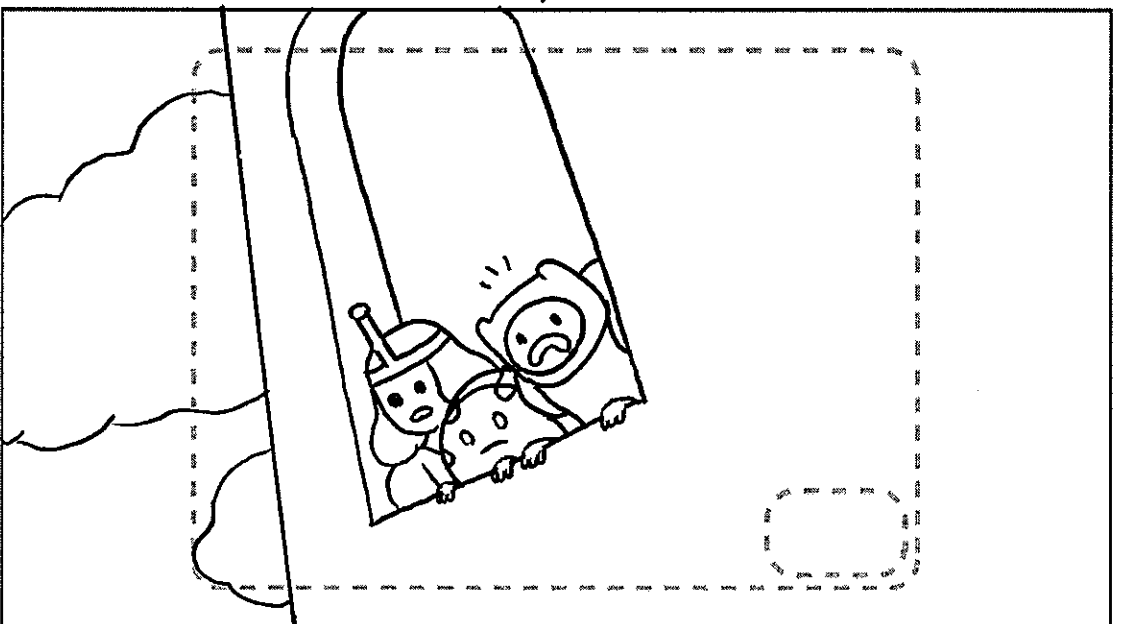
ADVENTURE TIME



Sc. 119 Pnl. A Bg. day night



Sc. 170 Pnl. A Bg. day night



Dialog:	Sfx = CHUNK!!	Finn / HOLY BALLS!
Action:	Lemon snatch's head crashes into the ground	
Timing:		

Production : EPISODE # 100859

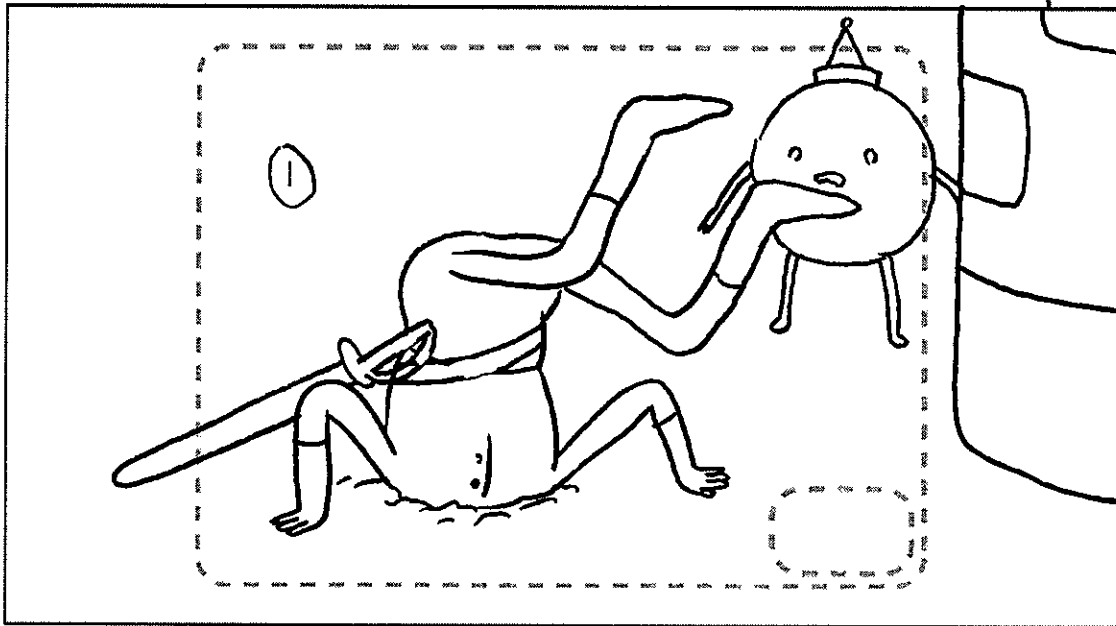
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ADVENTURE TIME

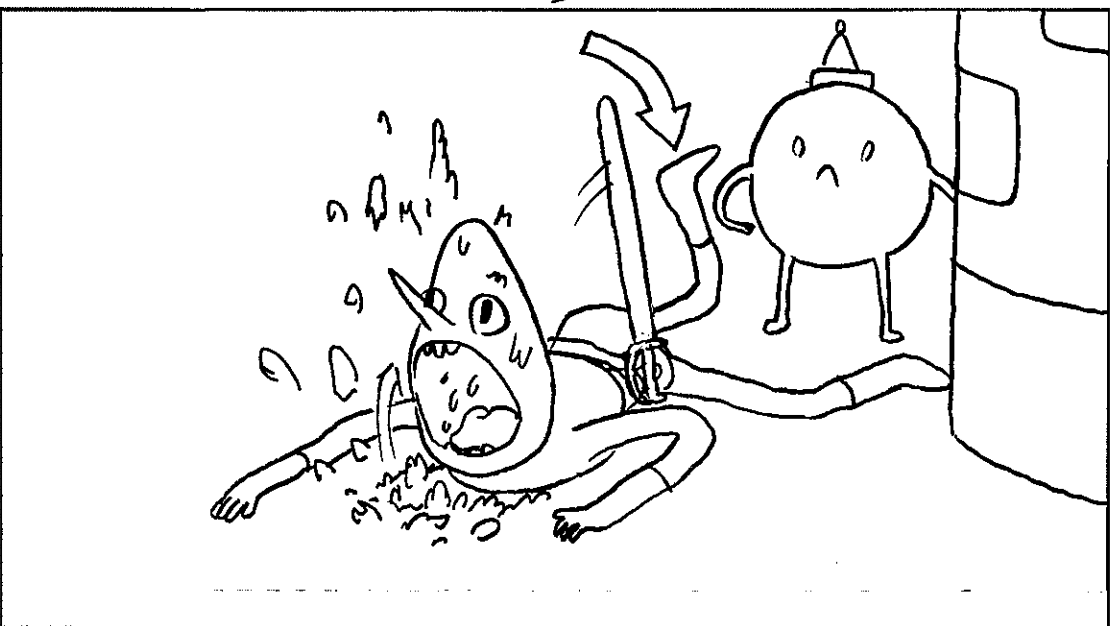


Page 143A

Sc. 120A Pnl. A Bg. day night



Sc. 120A Pnl. B Bg. day night



Dialog:		
Action:		
Timing:		
<p>ELS! HROUUH!</p>		

EPISODE # 100859

Production :

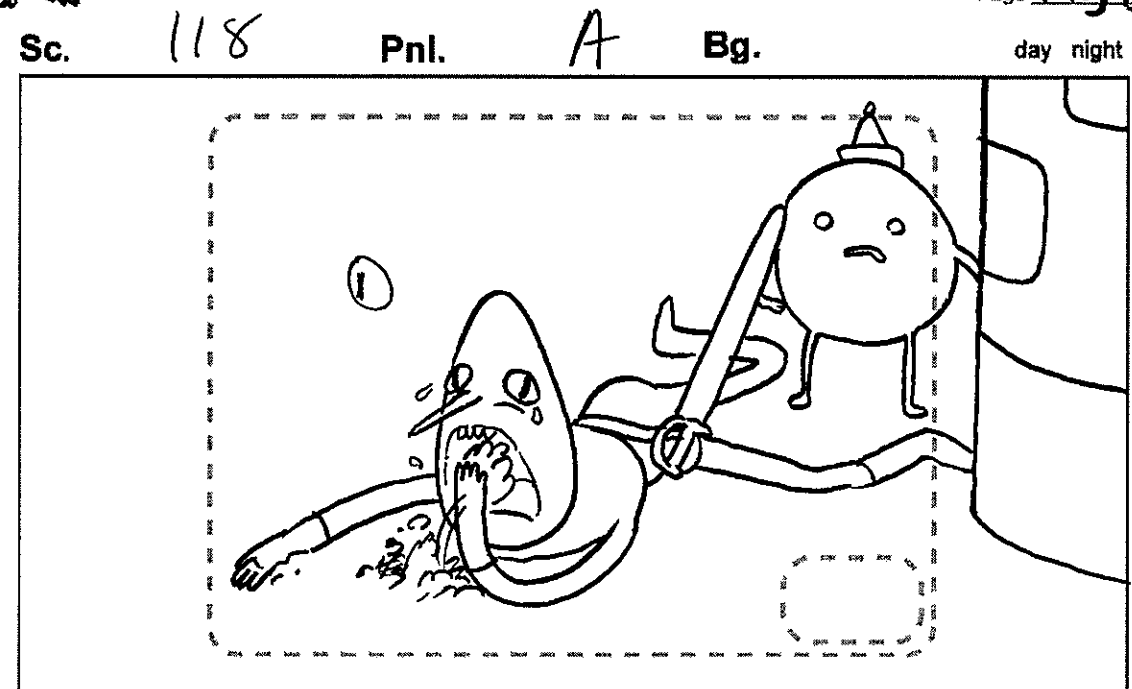
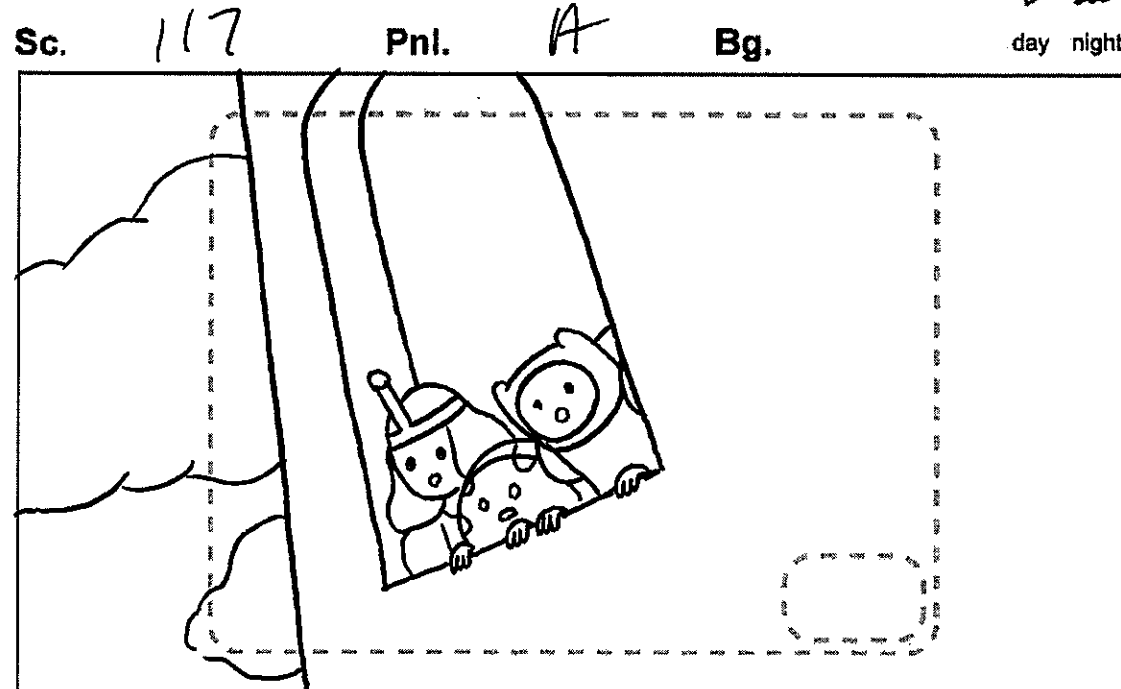


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# ADVENTURE TIME



Page 143B

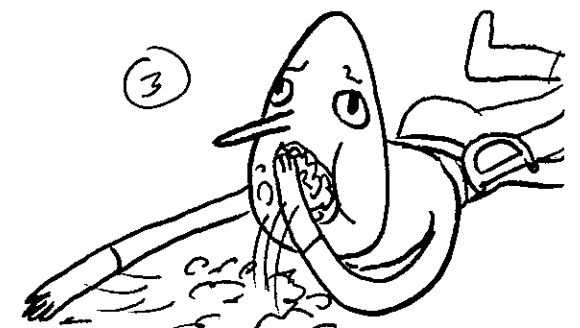
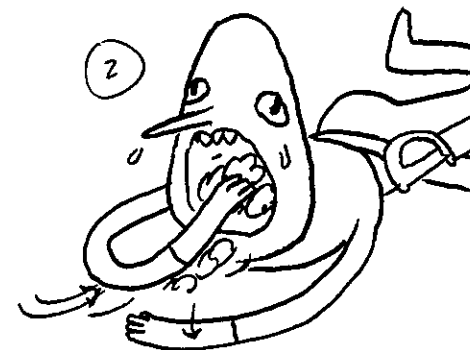


Dialog: PB + Pb + F / oh

Action:

Timing:

ELS / WHOMP WHOMP WHOMP !  
(steeing his mouth with dirt)



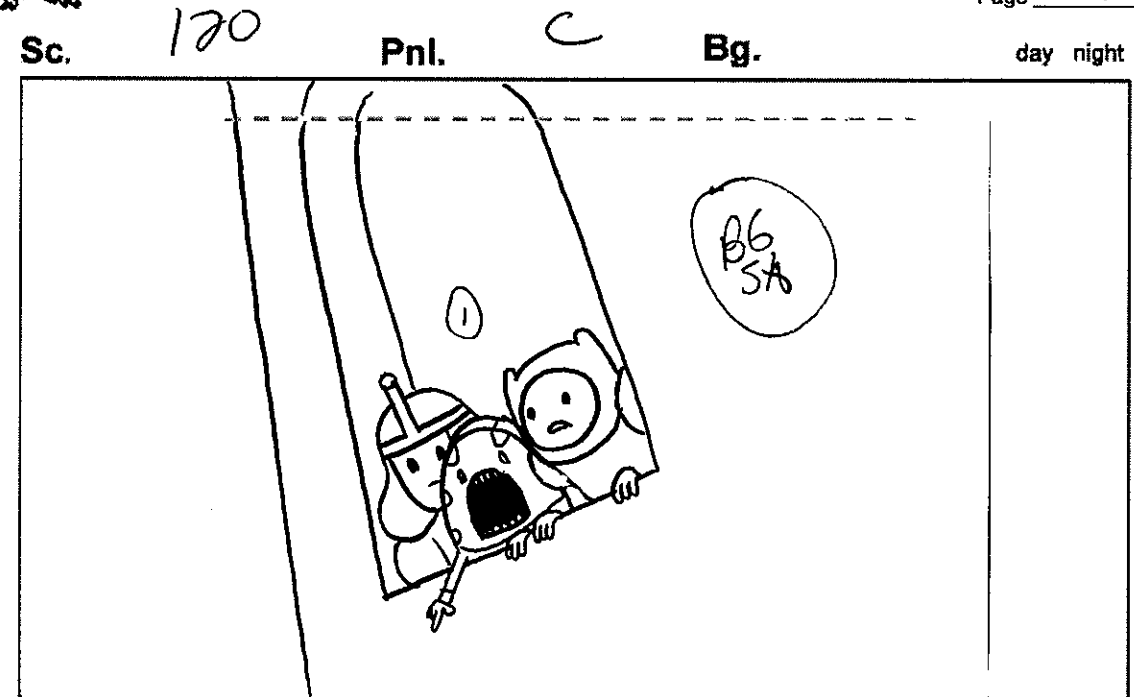
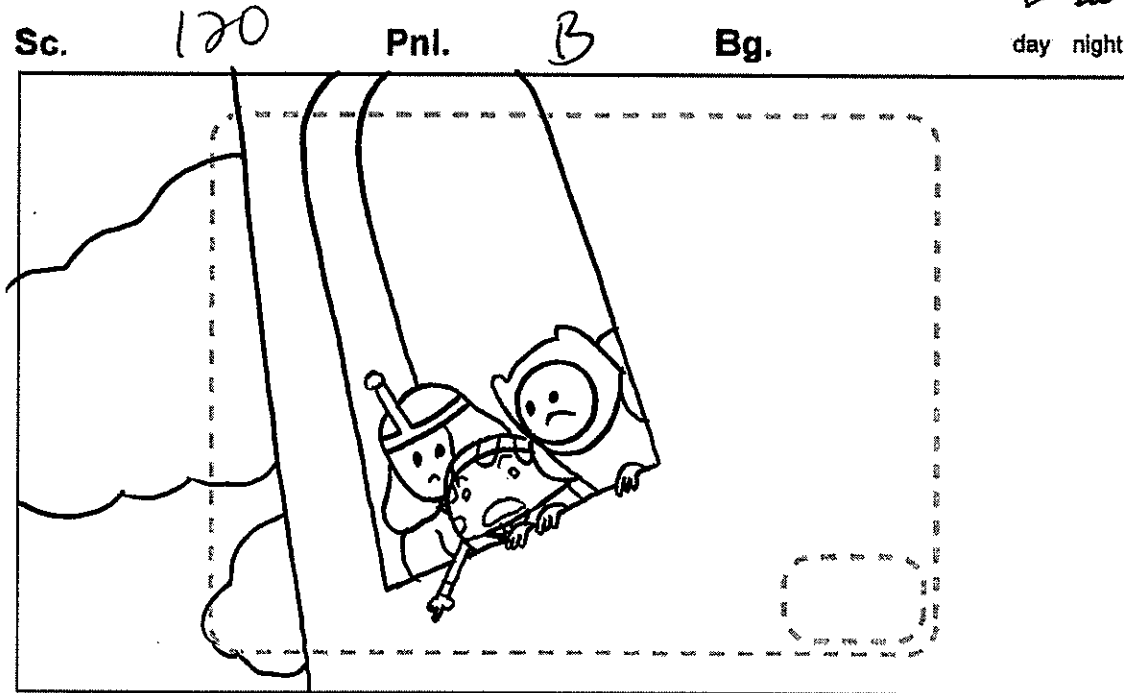
EPISODE # 100859

Production :

# ADVENTURE TIME



Page 144



Dialog: pep butler / ① He's eating the dirt! → ① SPICE IT ② NOW!!  
② spice it!

Action:

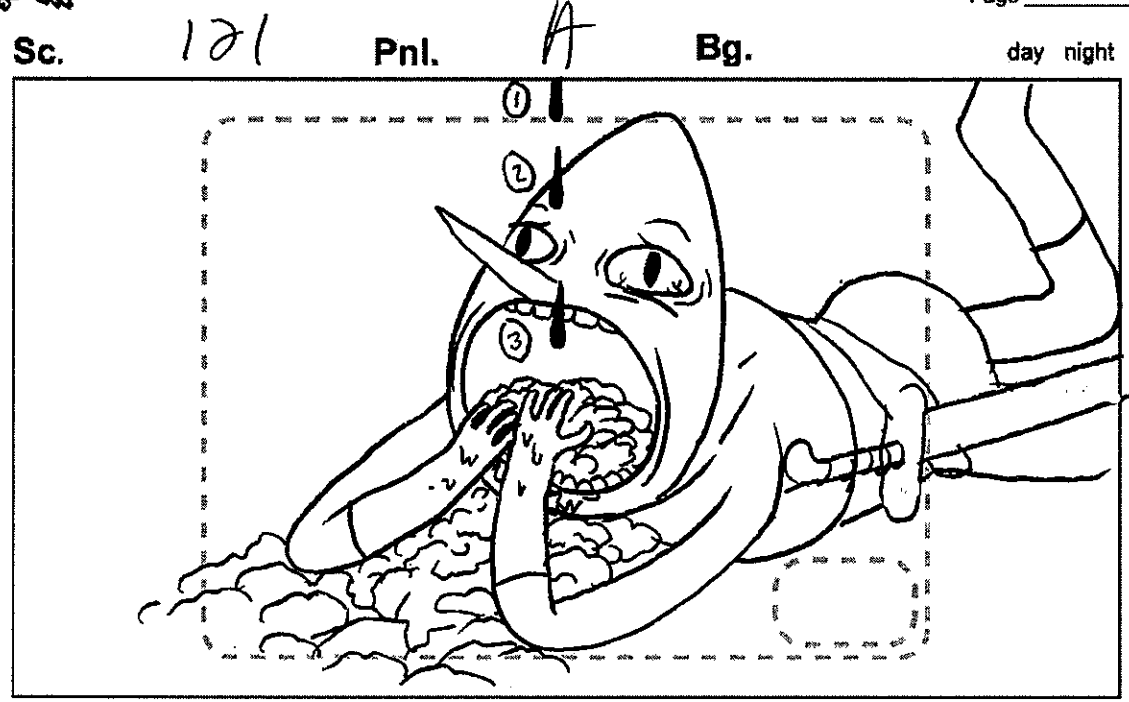
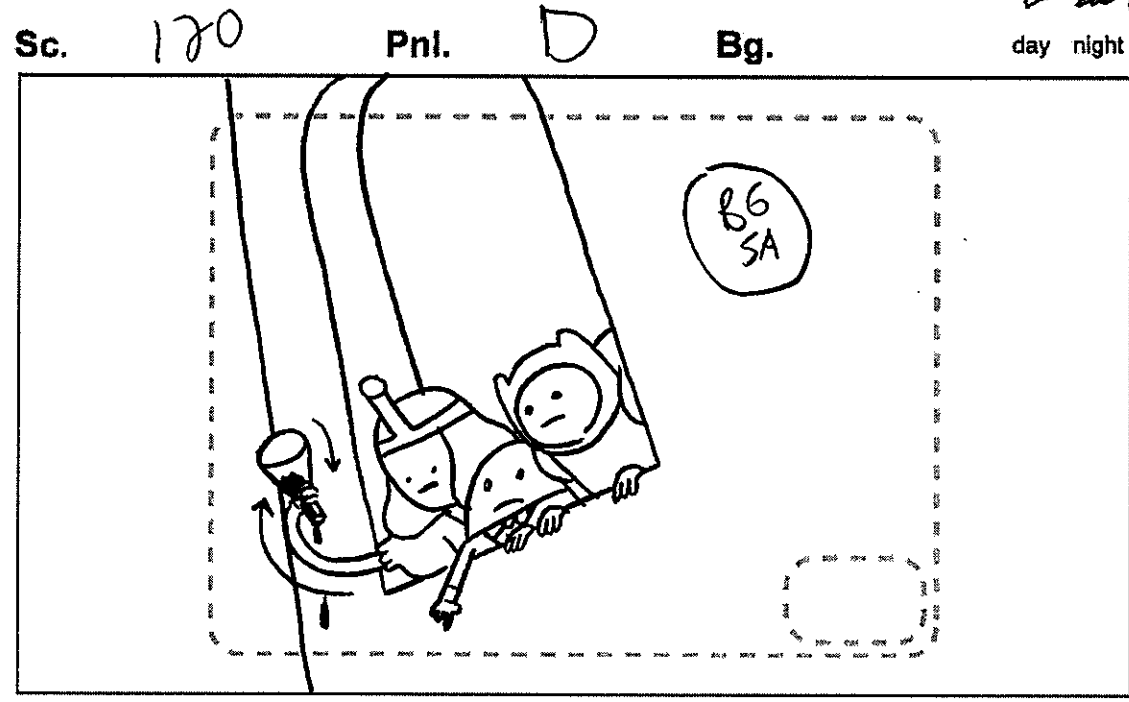
Timing:

EPISODE # 100859

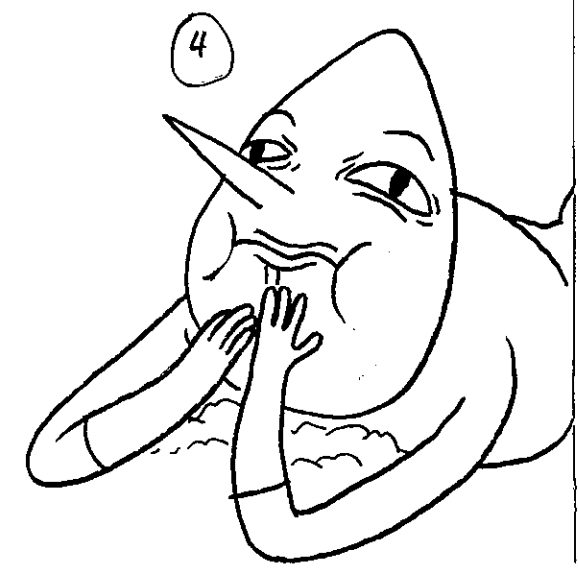
Production :

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# ADVENTURE TIME



Dialog:	ELS/ WHOMP!
Action:	(PB drips syrup) (drip into ELS's mouth)
Timing:	



EPISODE # 100859  
Production :

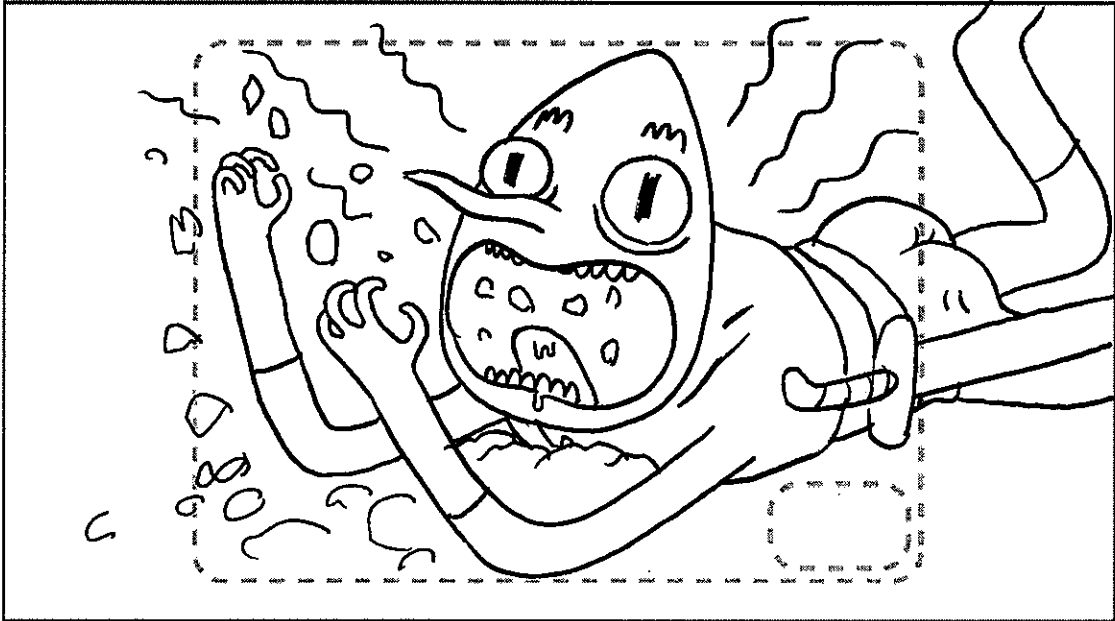
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ADVENTURE TIME

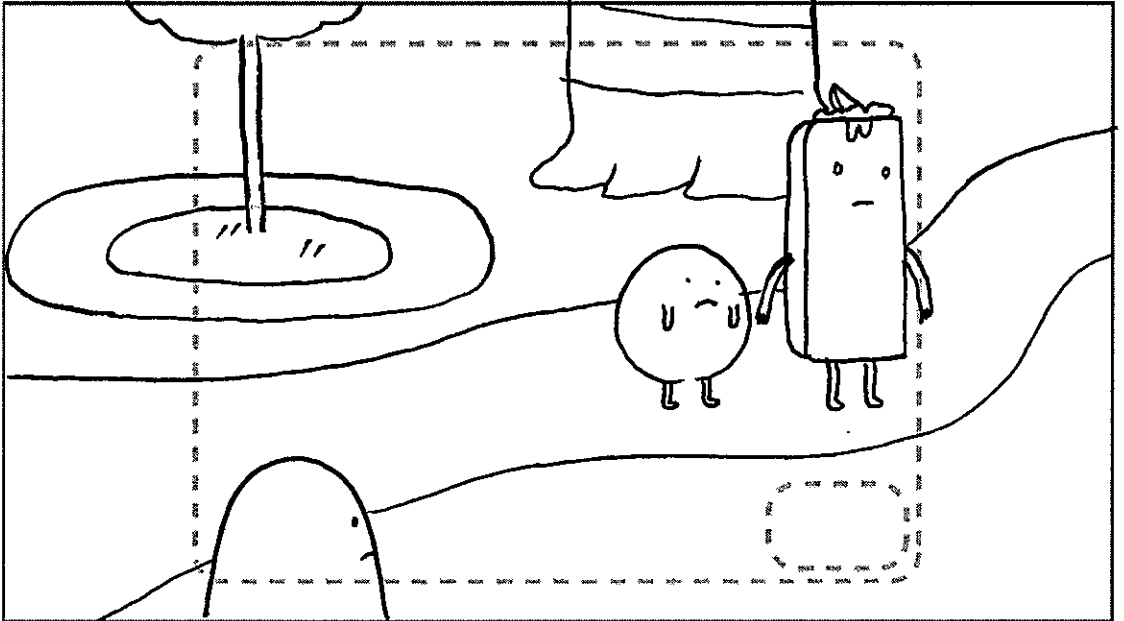


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Sc. 121 Pnl. B Bg. day night



Sc. 122 Pnl. A Bg. day night



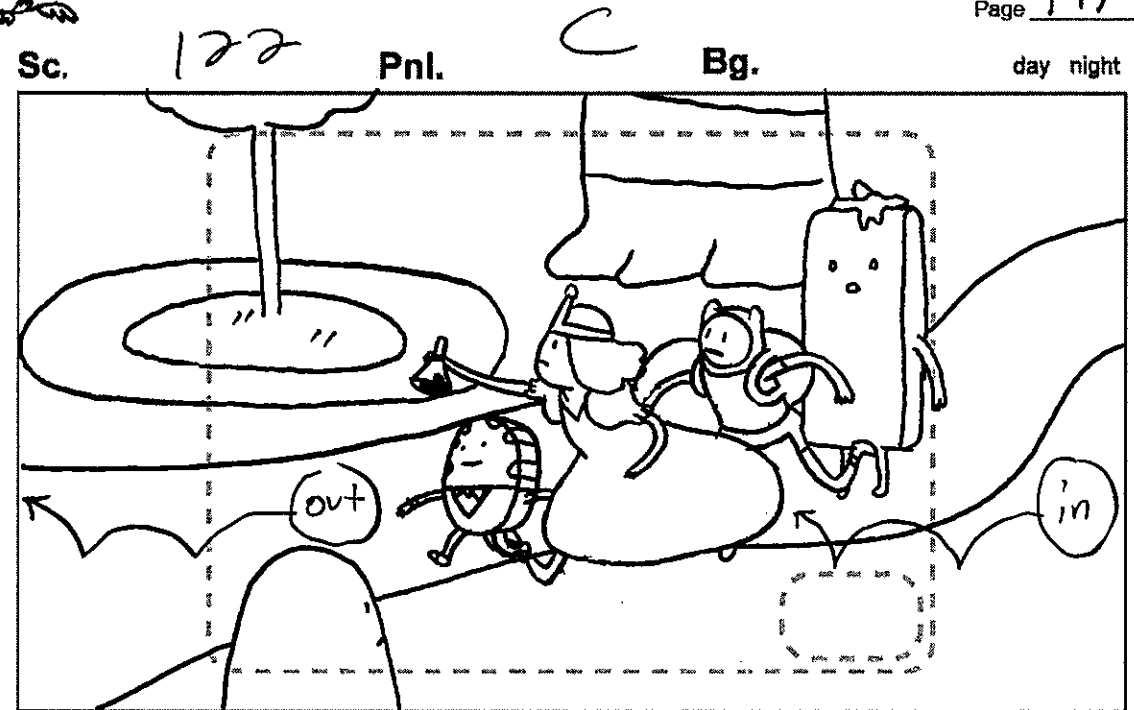
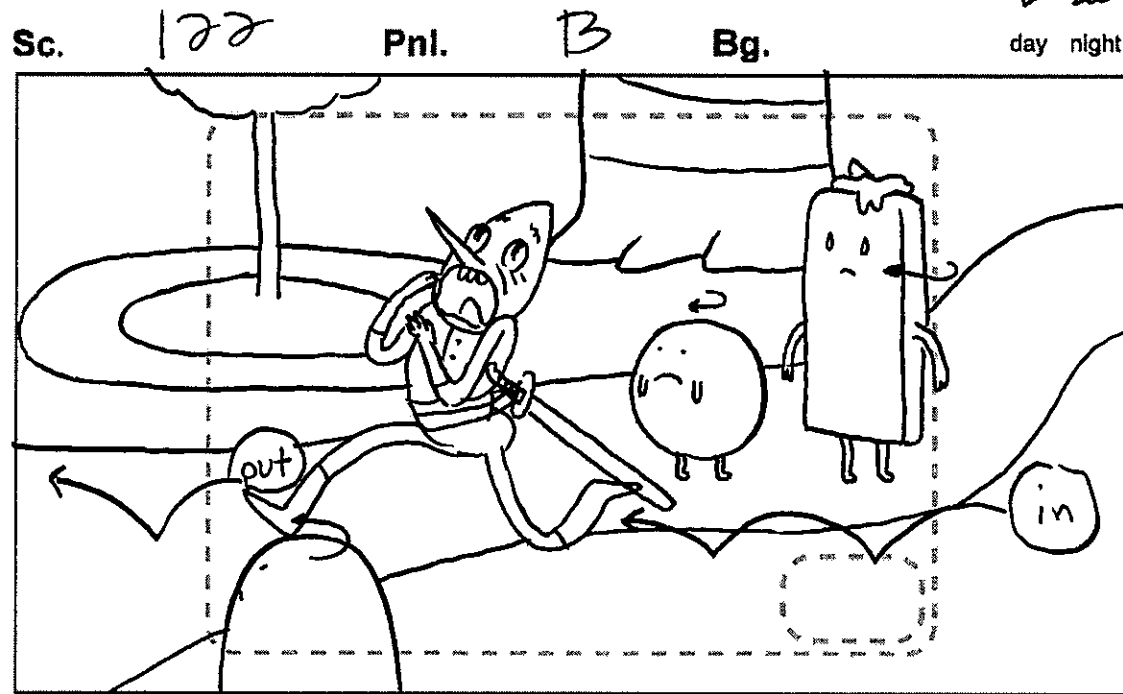
Dialog:	ELS / W O O O O	ELS (os) O O O O !!
Action:		
Timing:		

EPISODE # 100859 Production :

# ADVENTURE TIME



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Dialog:
ELS (cont) ○ ○ ○ ○ !
Action:
(candy citizens track movement of ELS, PB, F and Peppertler.)
Timing:

100859

EPISODE #

Production :

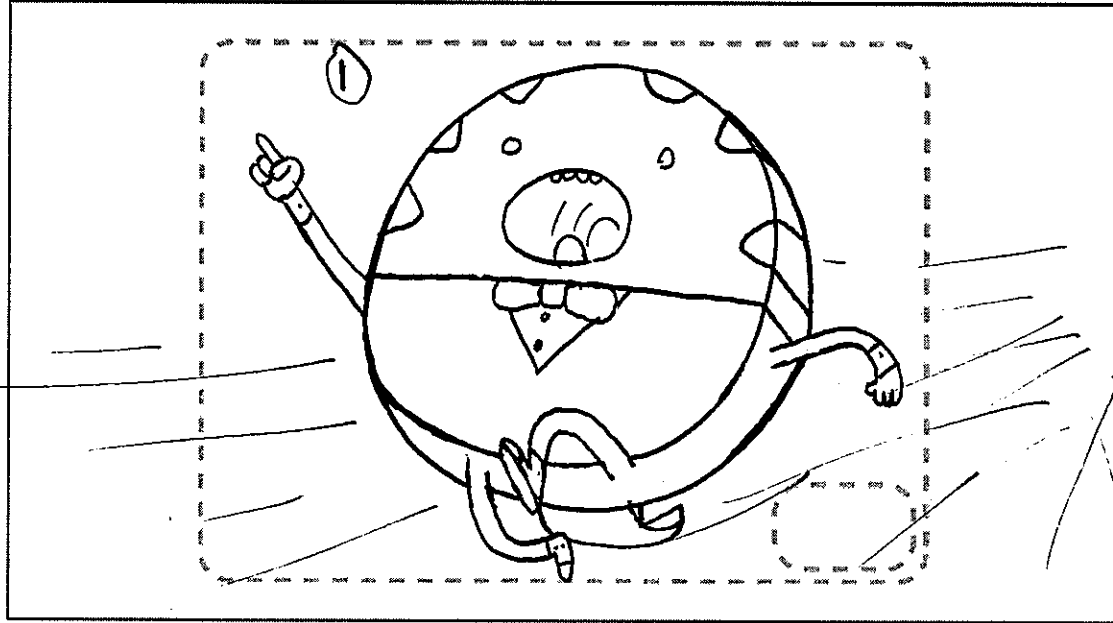
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# ADVENTURE TIME

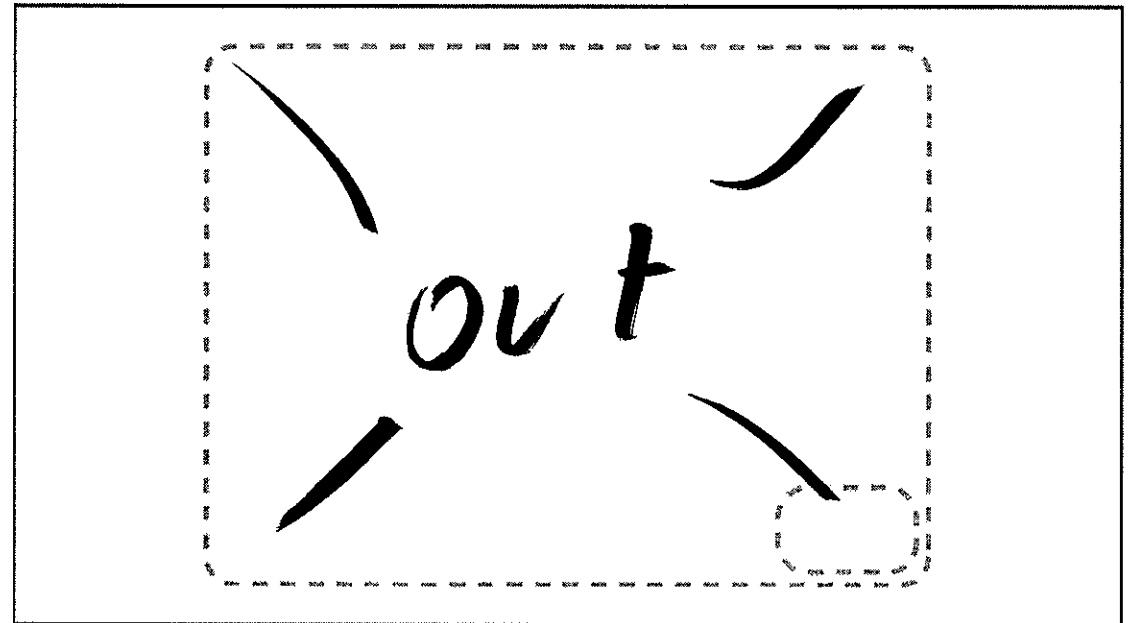


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Sc. 123 Pnl. A Bg. day night



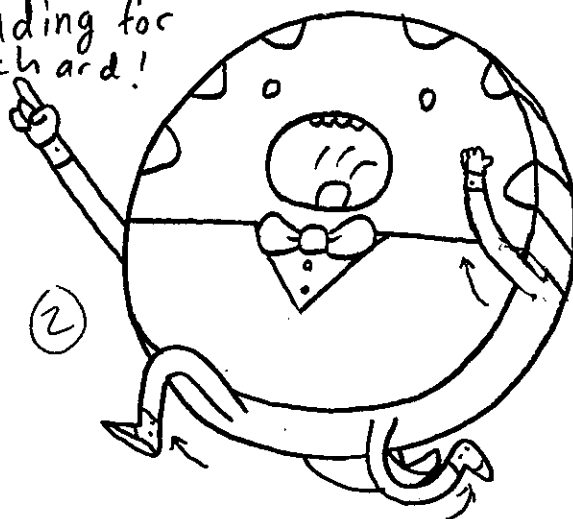
Sc. Pnl. Bg. day night



Dialog: Pepbutler/He's heading for the orchard!

Action: cycle ①②

Timing:



EPISODE # 100859

Production :

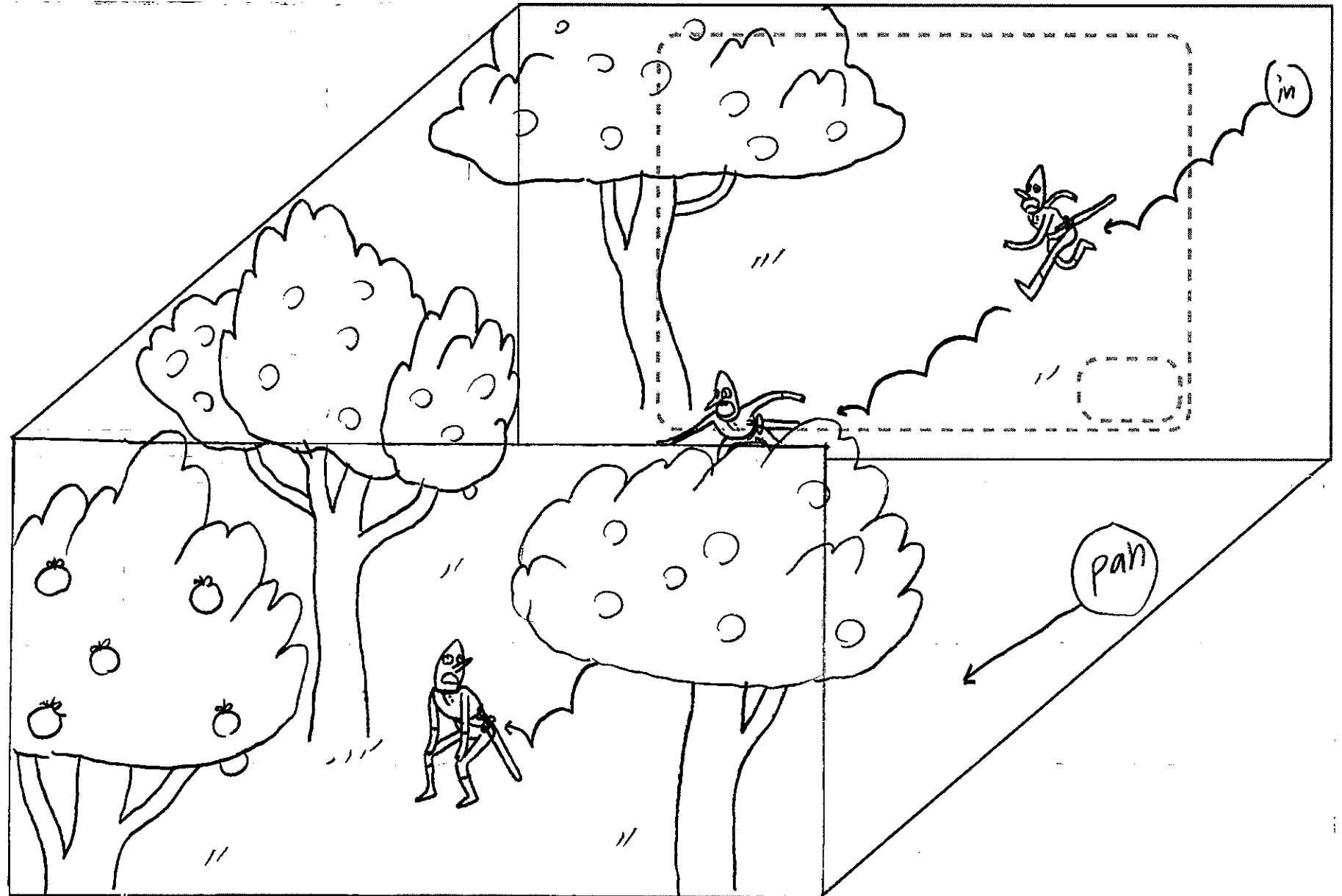
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# ADVENTURE TIME



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Sc. Pnl. Bg. day night Sc. 124 Pnl. A Bg. day night



Dialog:

Action:

Timing:

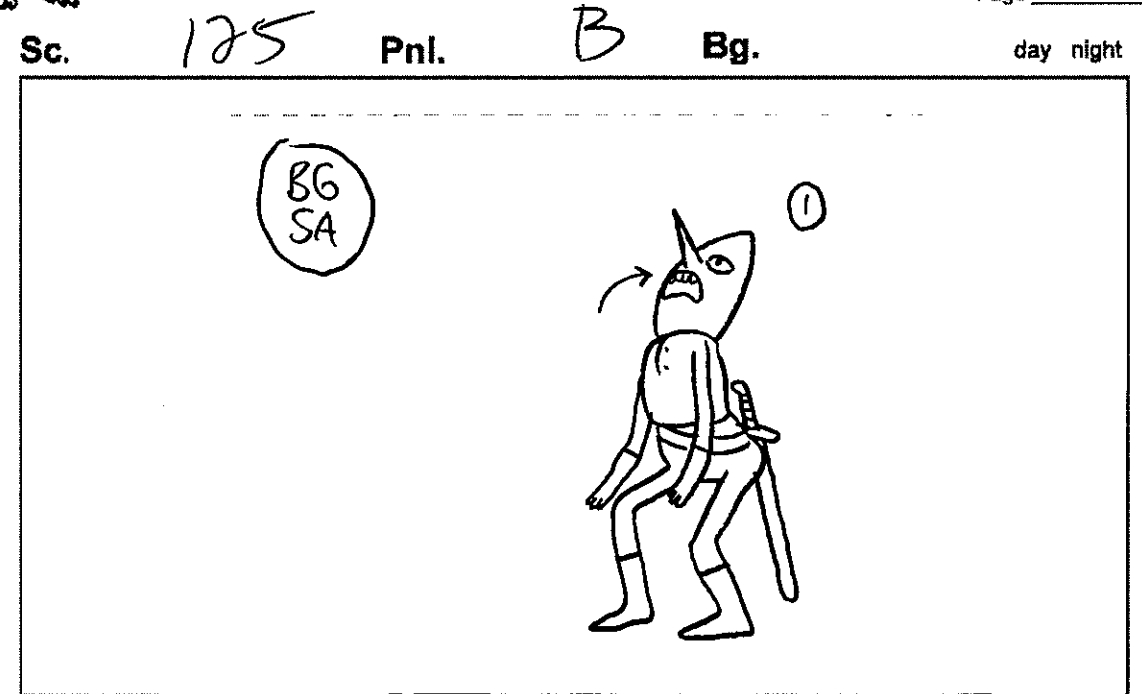
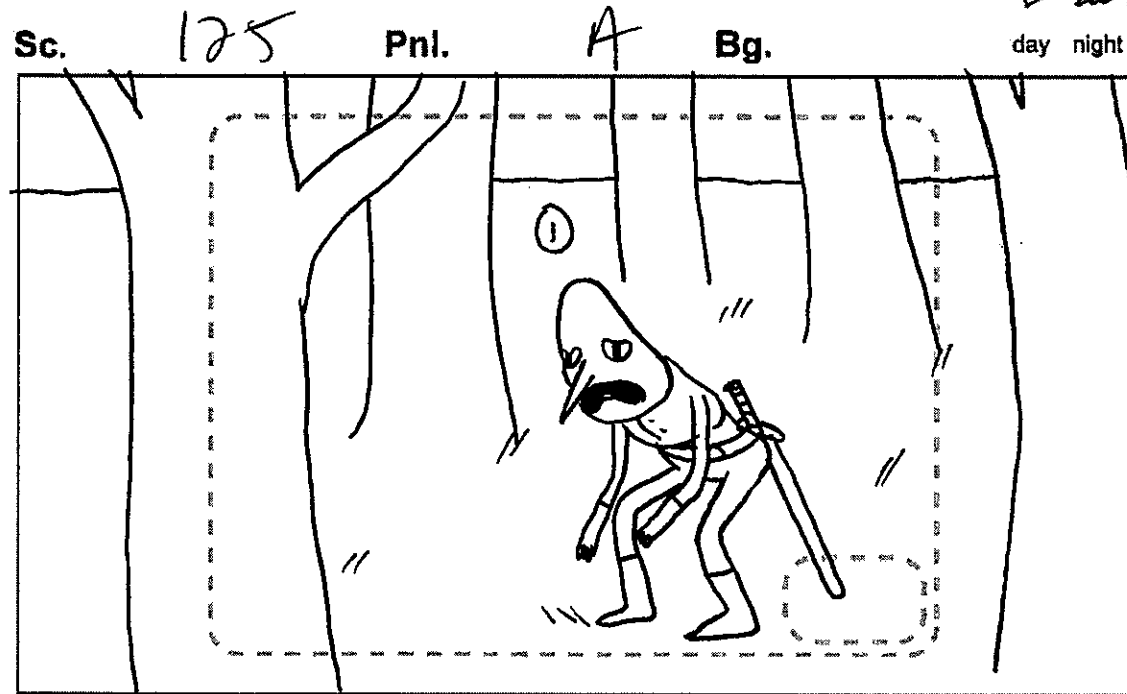
EPISODE # 100859

Production :

# ADVENTURE TIME



Page 150



<p><b>Dialog:</b>          ELS / ① HUH N! =          ② = WHEEL! =</p>		<p>ELS / =wheee= APPLE...          (horse voice) →</p>		
<p><b>Action:</b></p>				
<p><b>Timing:</b></p>				

EPISODE # 100859

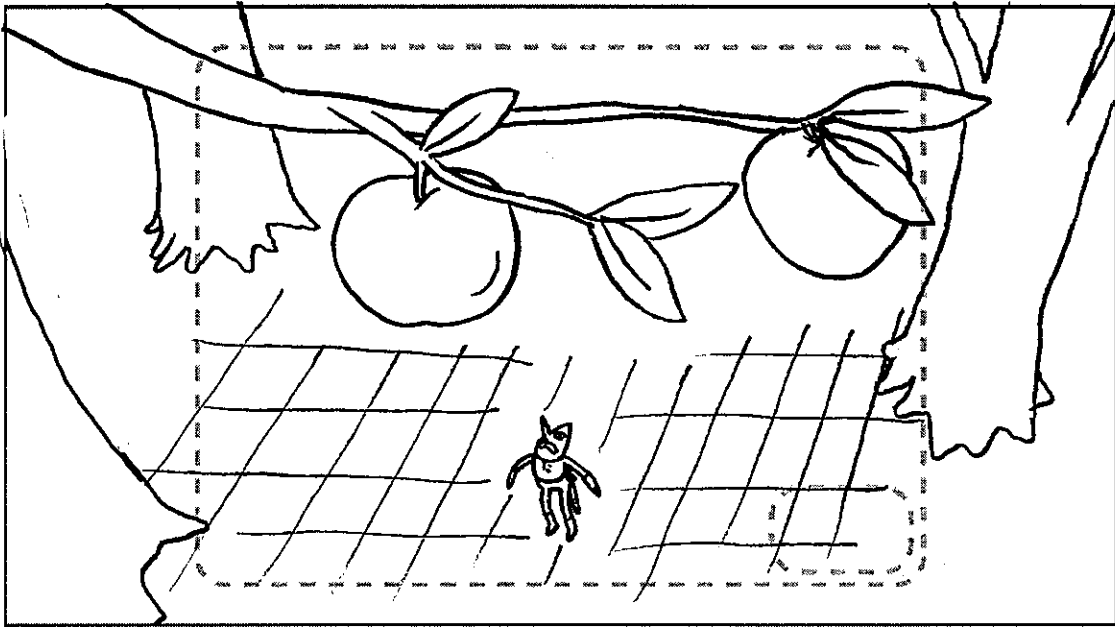


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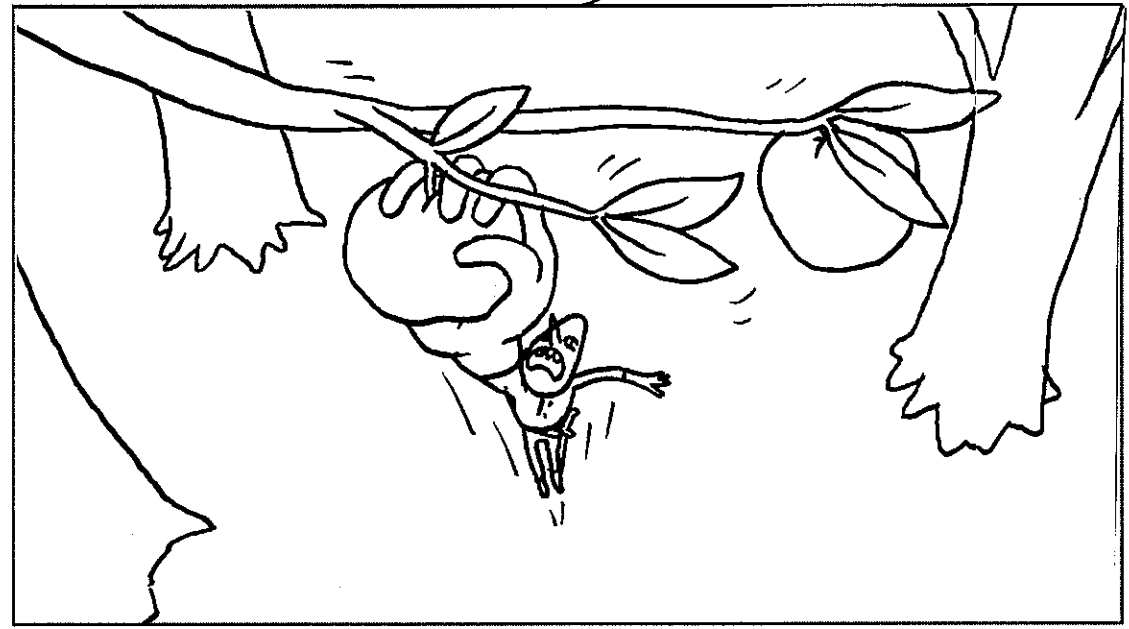
ADVENTURE TIME




Sc. 176 Pnl. A Bg. day night



Sc. 176 Pnl. B Bg. day night



Dialog:	
ELS / RAA!	
Action: ELS crouches	
ELS jumps and grabs apple	
Timing:	

EPISODE # 100859  
Production :

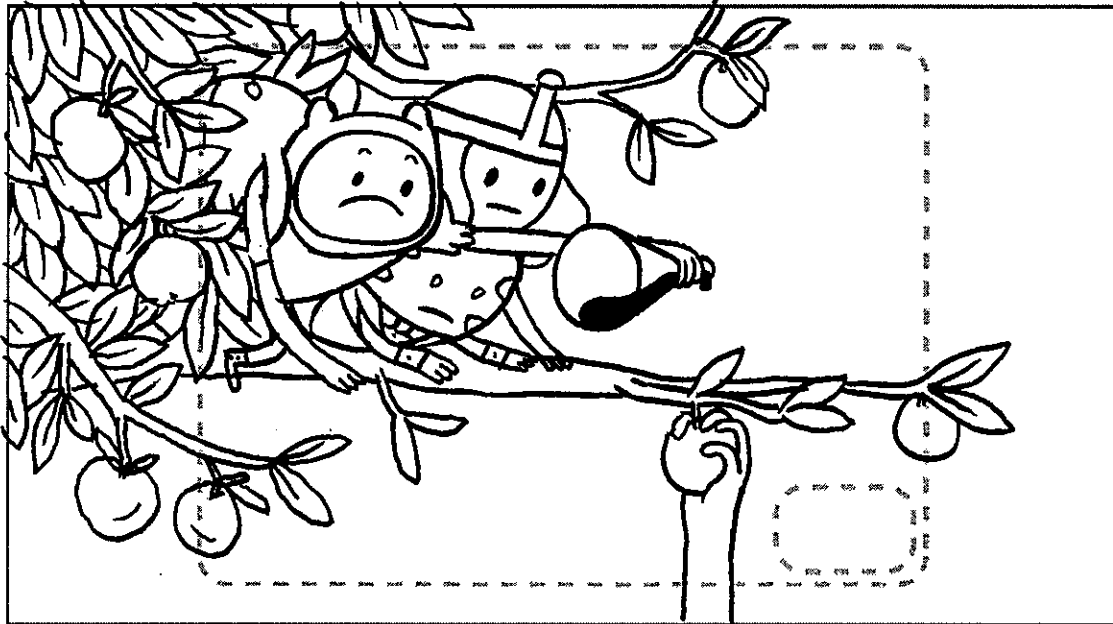
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# ADVENTURE TIME



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Sc. 127 Pnl. A Bg. day night



Dialog:

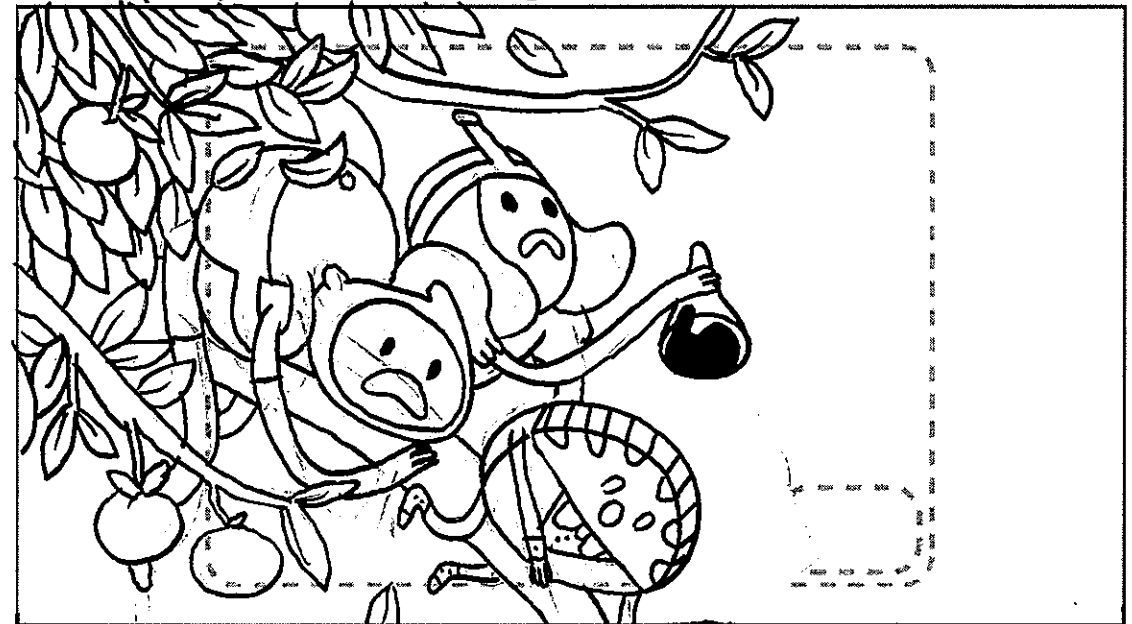
Action:

(start pose)

Timing:



Sc. 127 Pnl. B Bg. day night



PAN



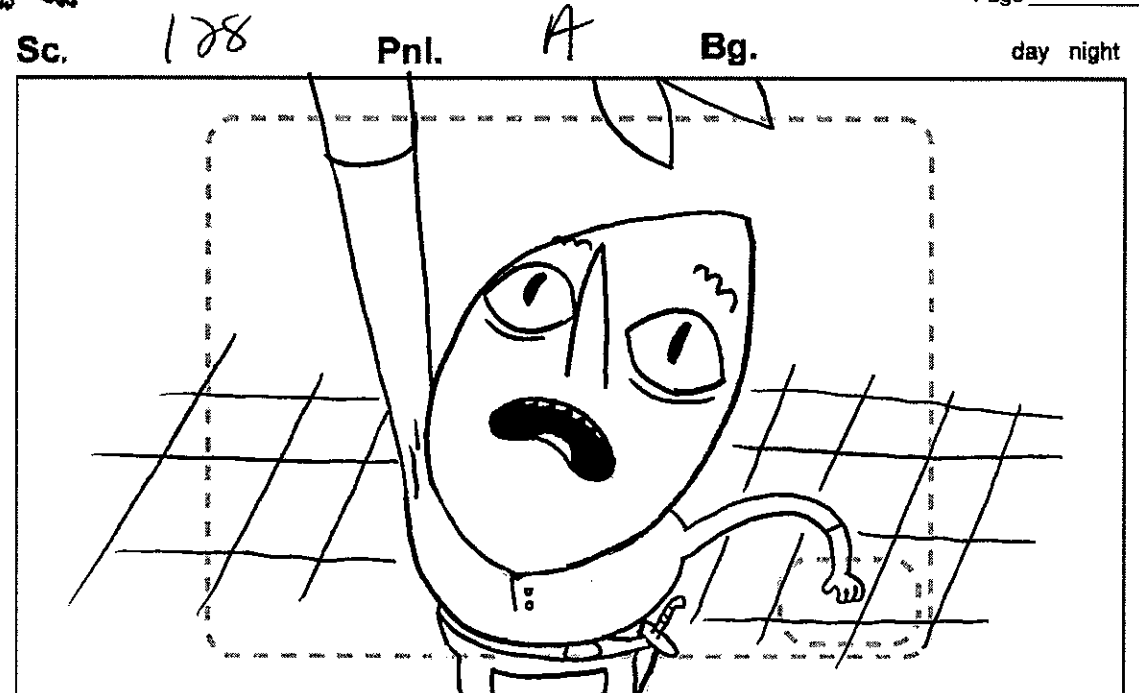
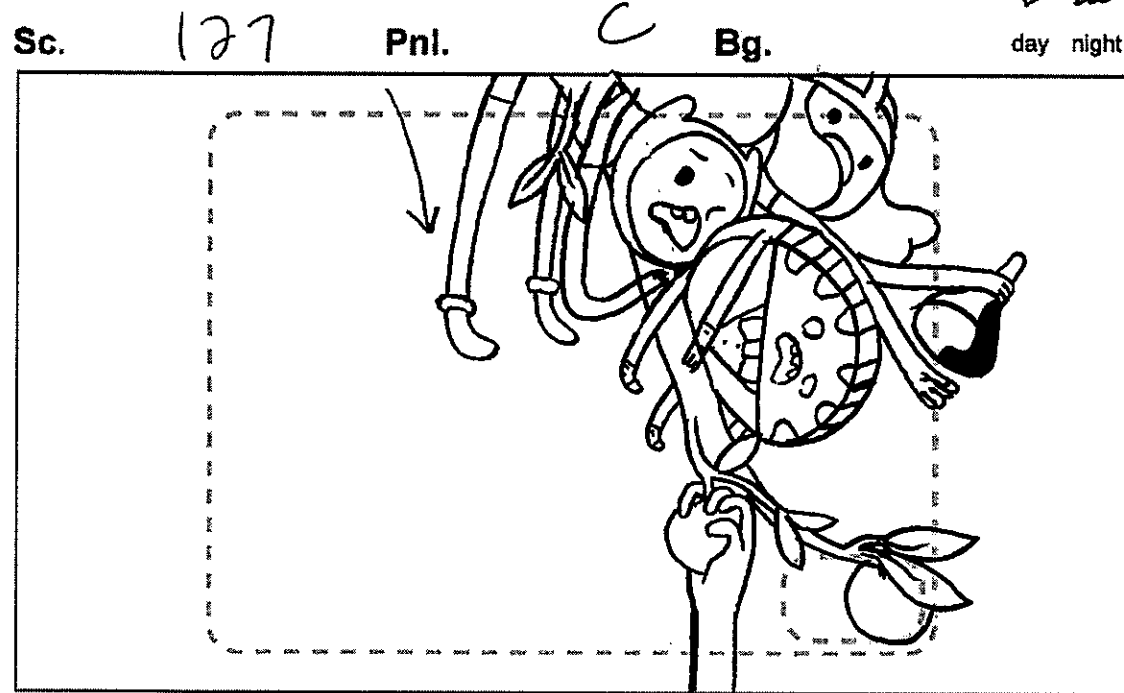
EPISODE #  
100859

Production :

# ADVENTURE TIME



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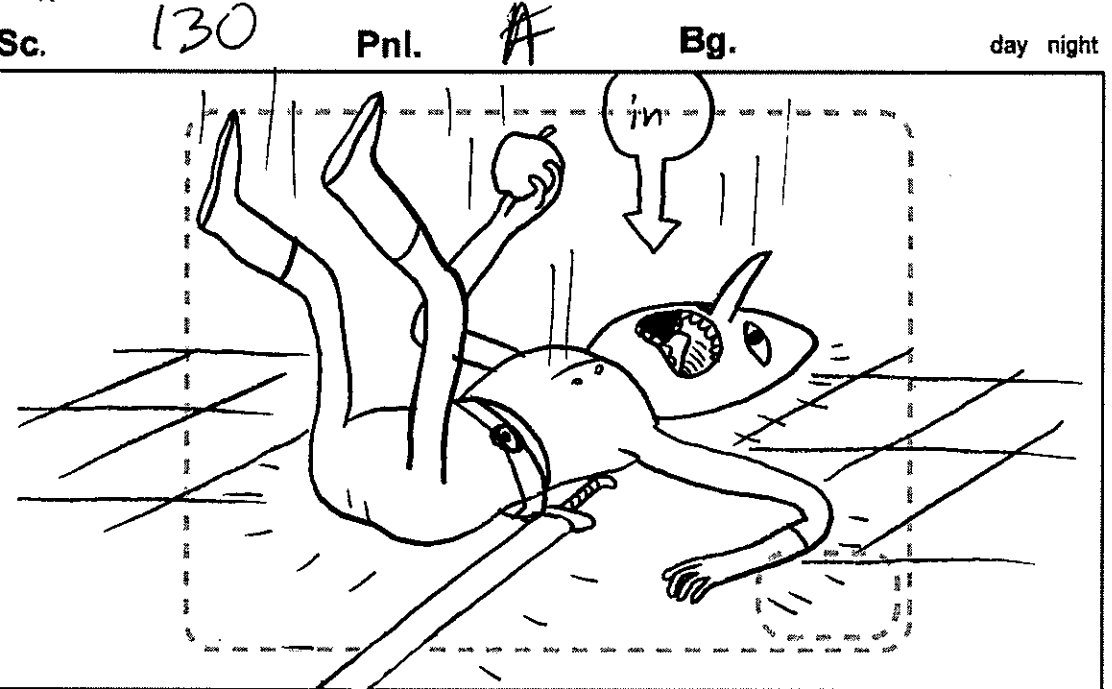
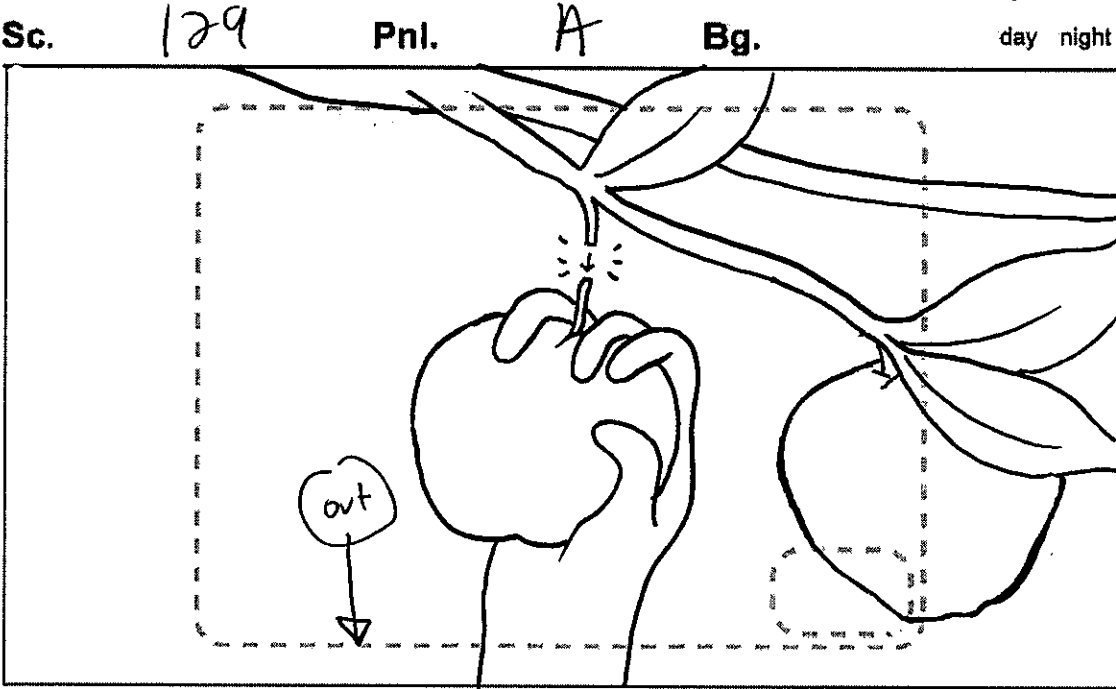


Dialog:	Walla/ WOAH!!	ELS/ HAHN?!
Action:	F+PB+ Pbtler slide down branch	
Timing:		

EPISODE # 100859

Production :

ADVENTURE TIME



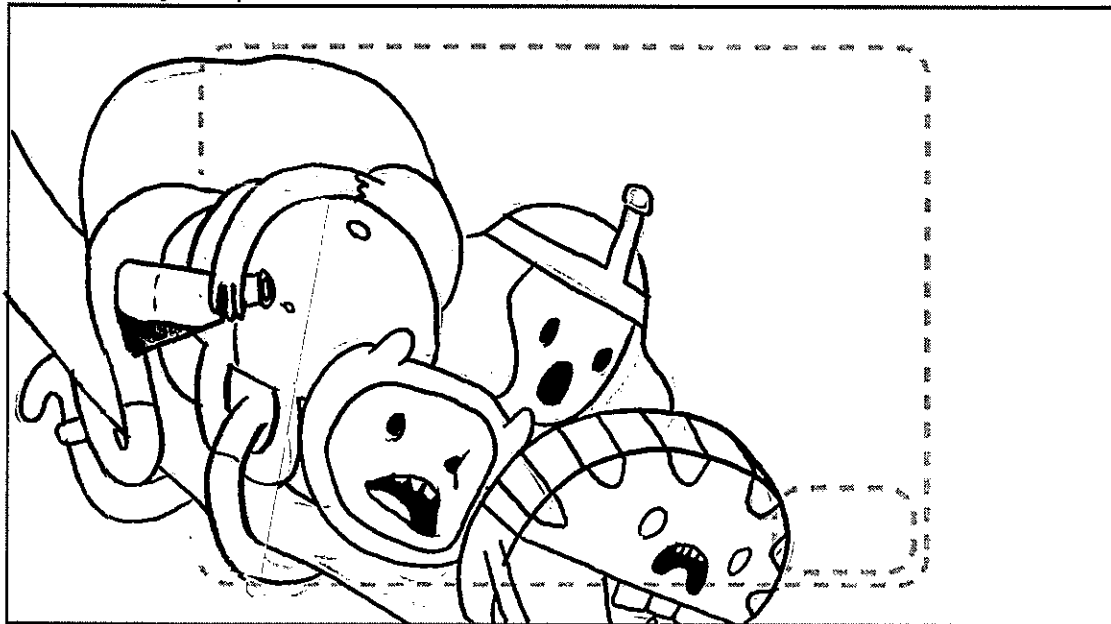
Dialog:	Sfx ≡ snap!≡	ELS/ OOFF!!
Action:	apple snaps off branch	
Timing:		

# ADVENTURE TIME

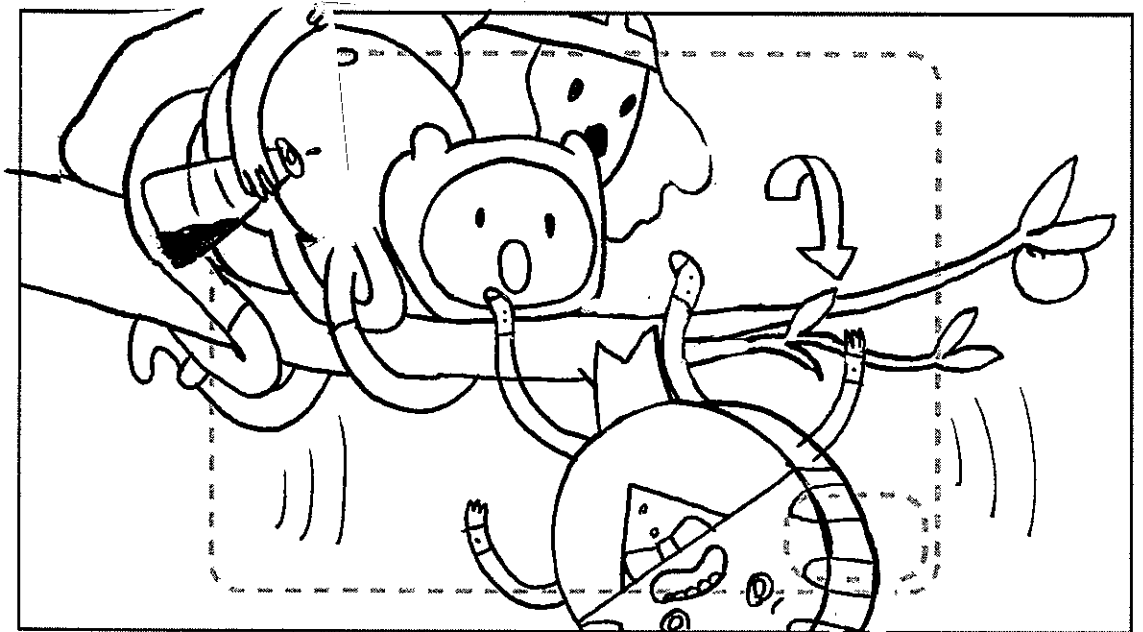


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Sc. 131 Pnl. A Bg. day night



Sc. 131 Pnl. B Bg. day night



Dialog:	Pepbutter / Whoops!
Action:	(start pose) Pepbut falls off branch
Timing:	

EPISODE # 100859

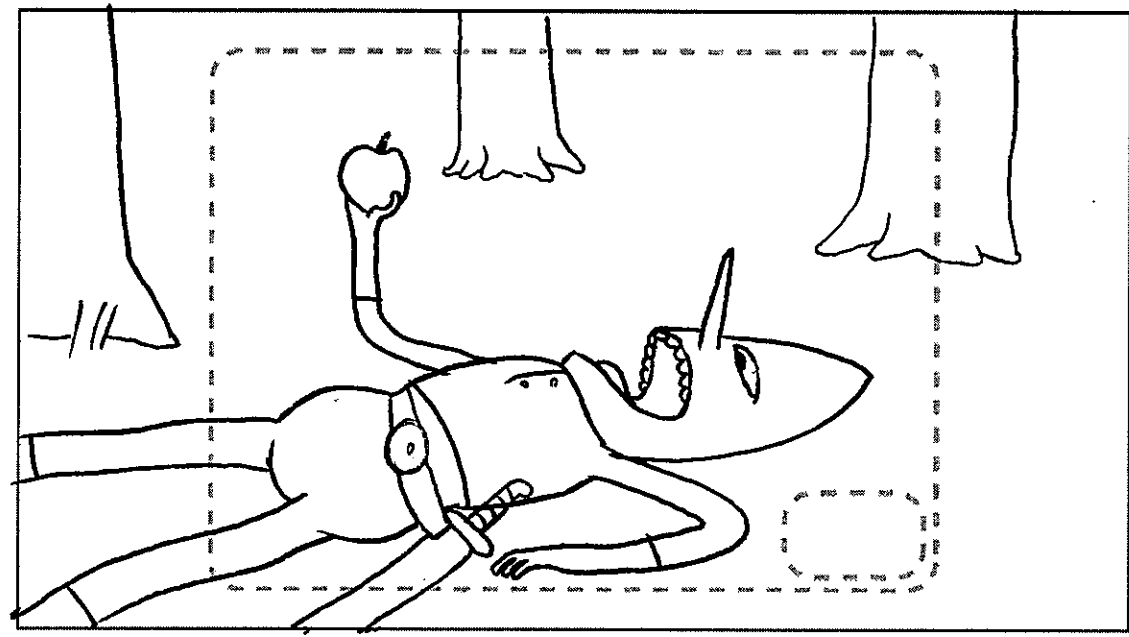
Production :

# ADVENTURE TIME

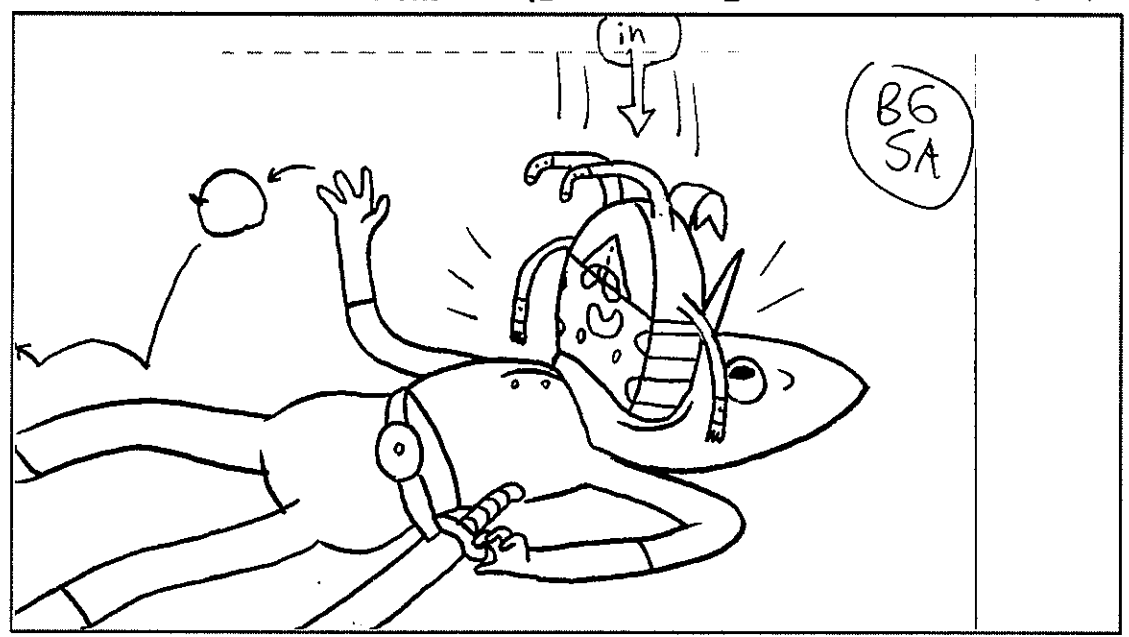


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Sc. 132 Pnl. A Bg. day night



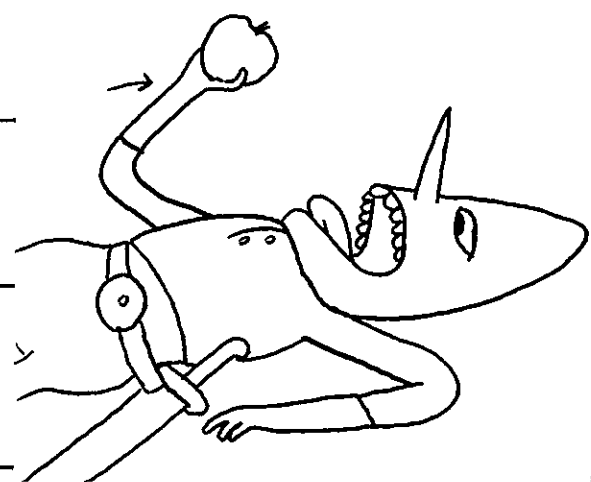
Sc. 132 Pnl. B Bg. day night



**Dialog:**

**Action:** ELS bringing apple to his mouth.

**Timing:**



ELS/ M MPH!!

Pepbutter falls into ELS's mouth  
ELS drops his apple

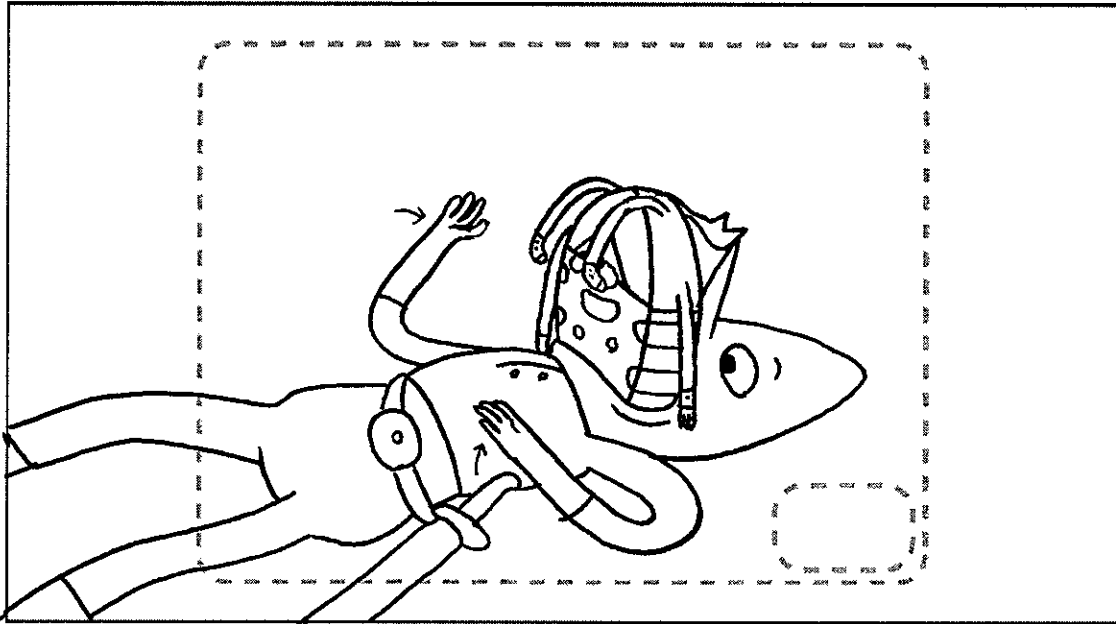
EPISODE # 100859

Production :

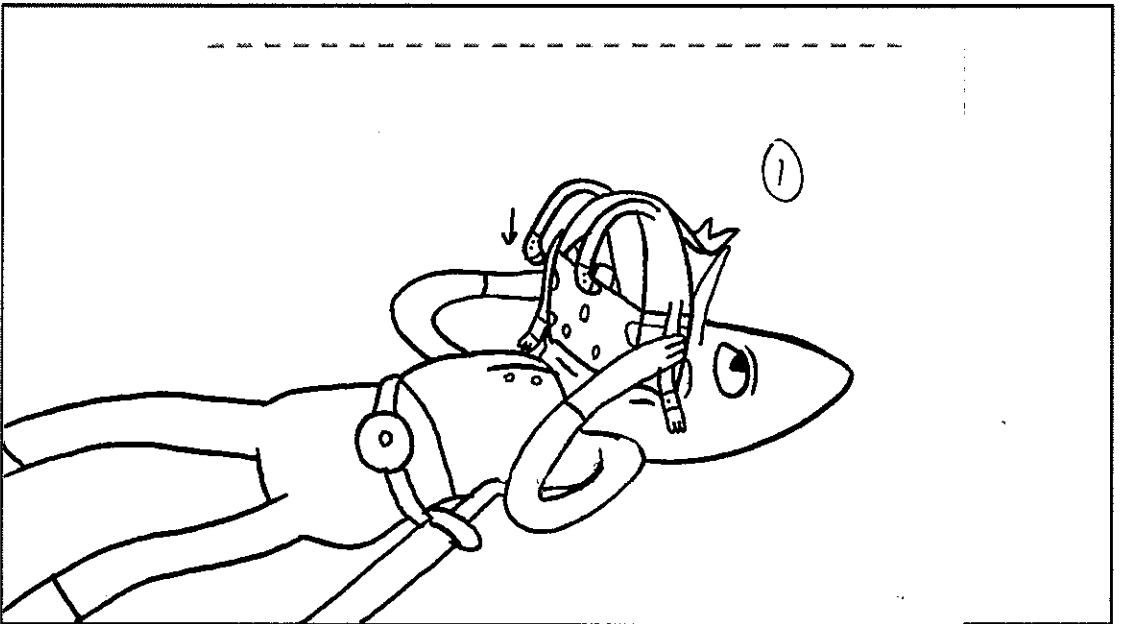
ADVENTURE TIME



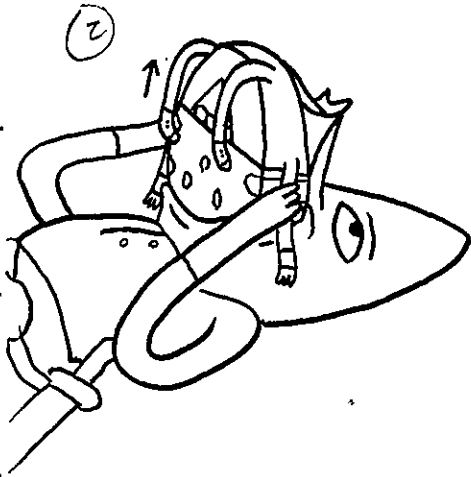
Sc. 132 Pnl. C Bg. day night



Sc. 132 Pnl. D Bg. day night



Dialog:	ELS /:SUCK SUCK SUCK =
Action:	ELS sucking on pep butler cycle ①+②
Timing:	

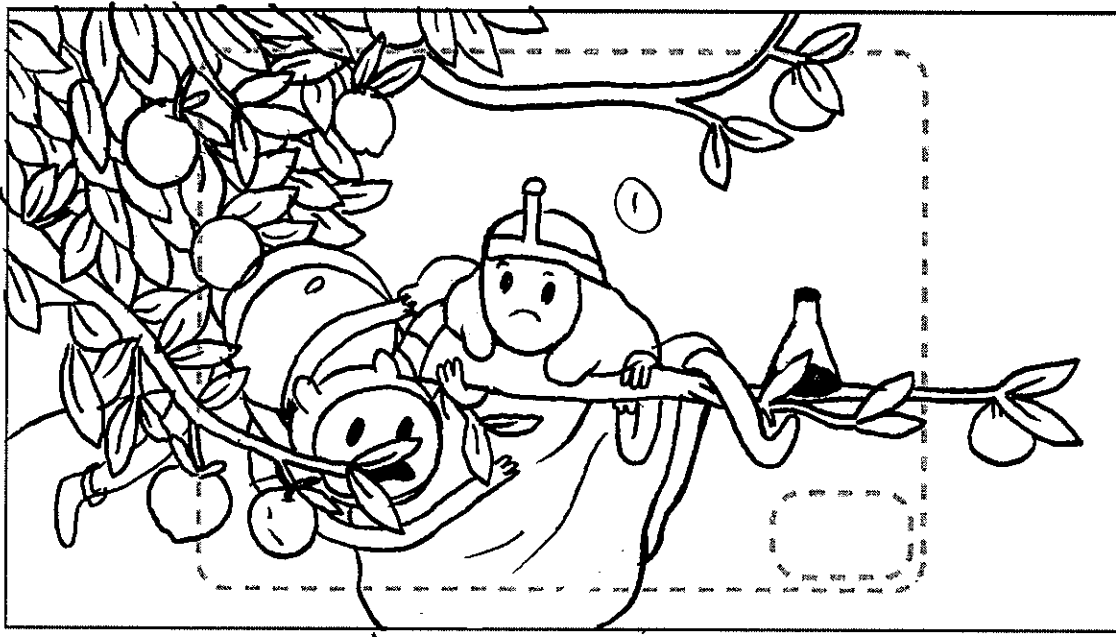


EPISODE # 100859  
Production :

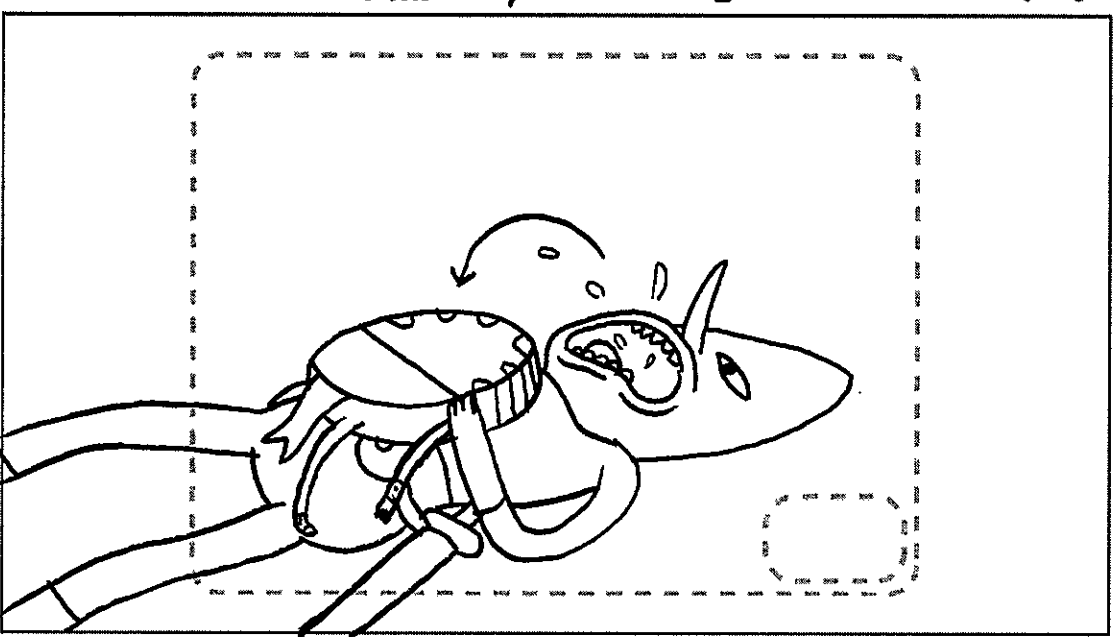
ADVENTURE TIME



Sc. 133 Pnl. A Bg. day night



Sc. 134 Pnl. A Bg. day night



Dialog:	PB / oop	SFX / SLORP! ELS / AHH!
Action:	Princess Bubblegum Slipping	
Timing:		



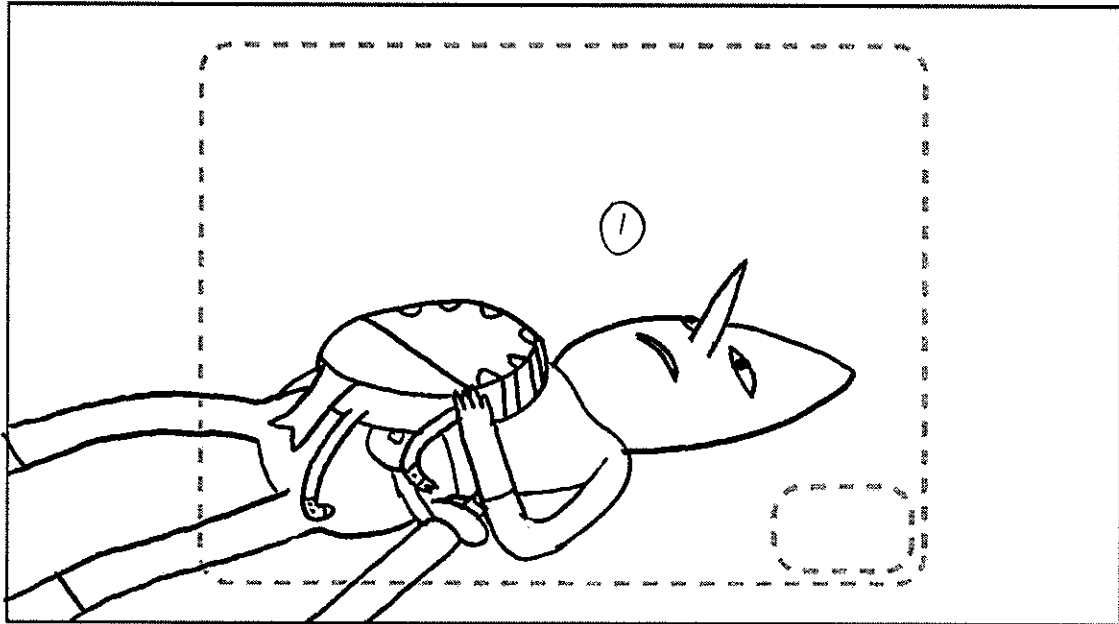
EPISODE # 100859  
Production :



ADVENTURE TIME



Sc. 134 Pnl. B Bg. day night



Dialog: SFX / ≡ smek smek ≡

Action: els smacking his lips  
cycle ① + ②



Sc. 135 Pnl. A Bg. day night



EARL: mmm

*[Signature]*

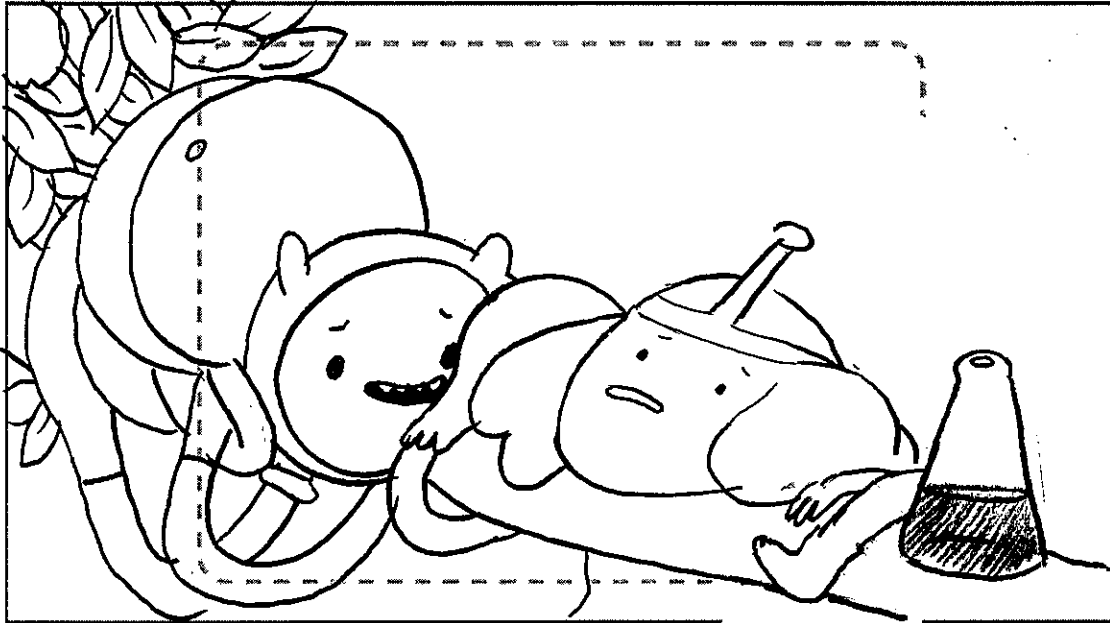
Timing:

# ADVENTURE TIME

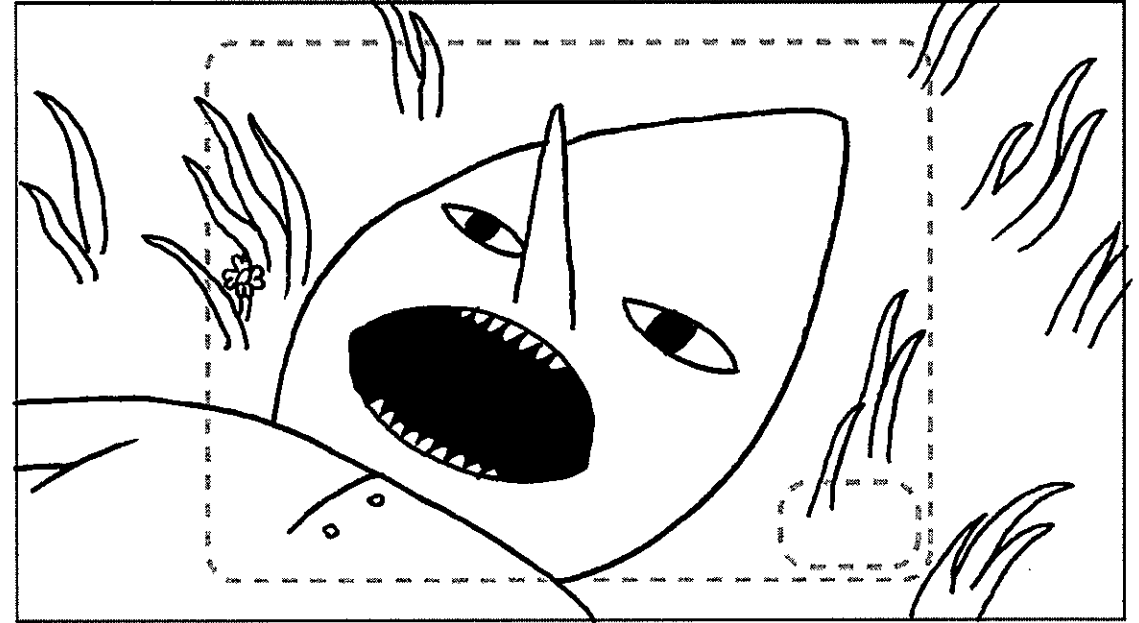


Page 160

Sc. 136 Pnl. A Bg. day night



Sc. 137 Pnl. A Bg. day night



Dialog: Finn / heheh he

ELS / ONE MILLION YEARS  
DUNGEON!

Action:

G  
wipe

Timing:

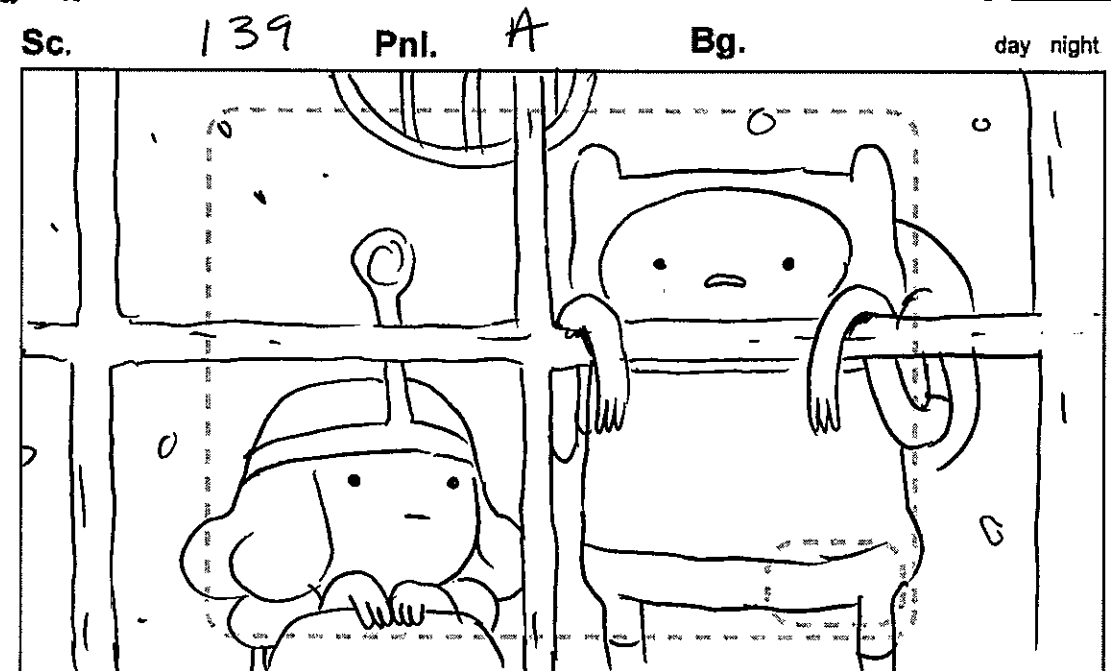
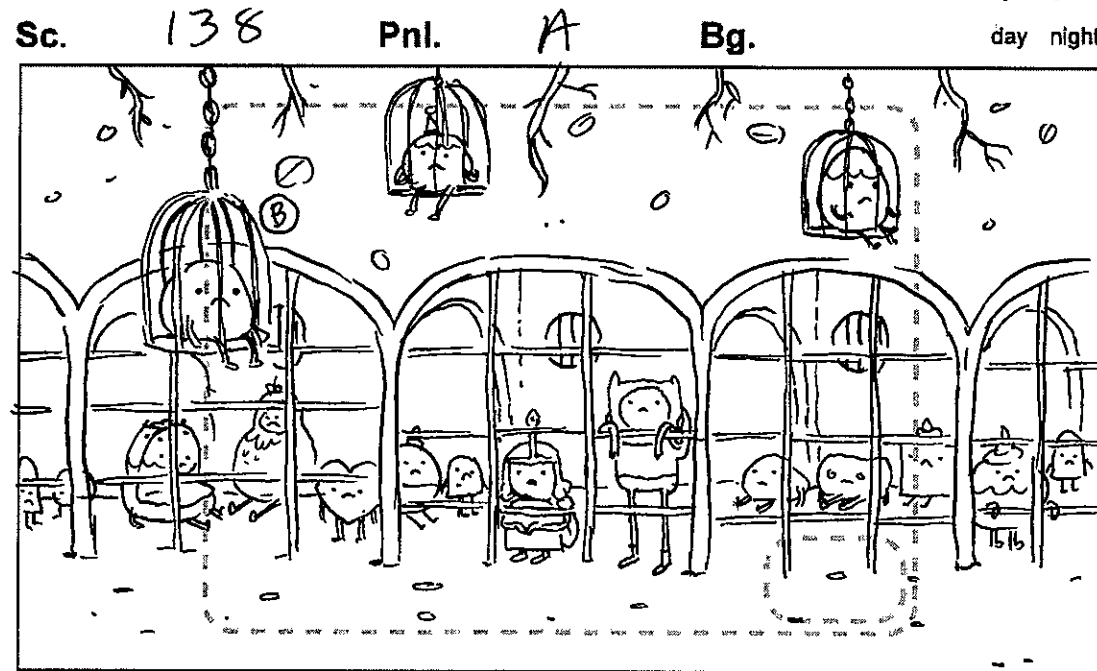
EPISODE # 100859

Production :

# ADVENTURE TIME



Page 161



Dialog:

(P. Bub:) I think probly we  
blew it with the pranks.

(F:) Nah - it's cool.

Action: candy person kicks legs  
back and forth A B A B A B



Timing:

EPISODE # 100859

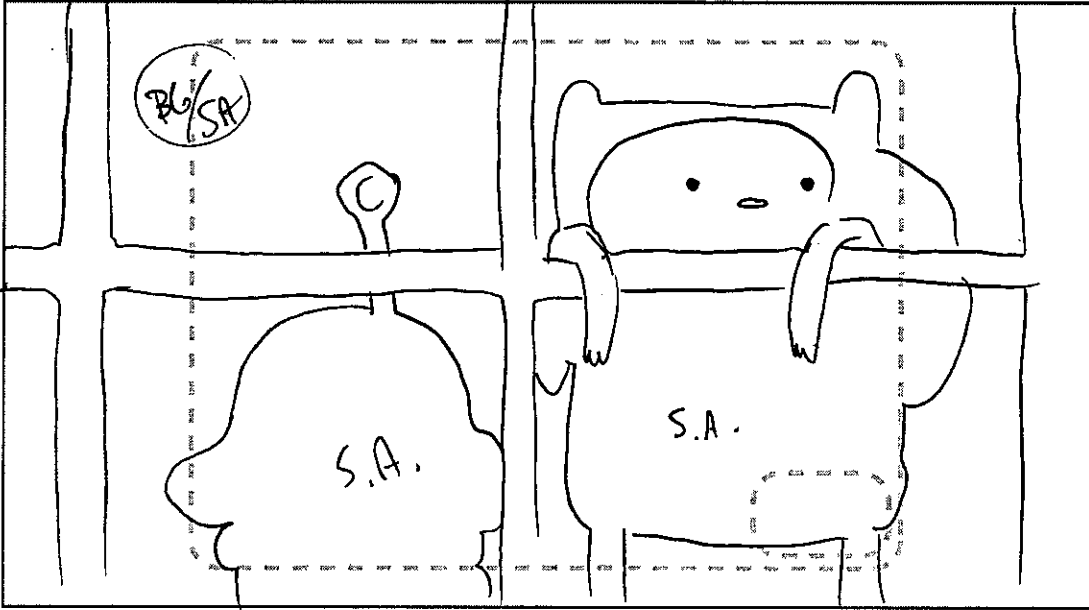
Production :

A1

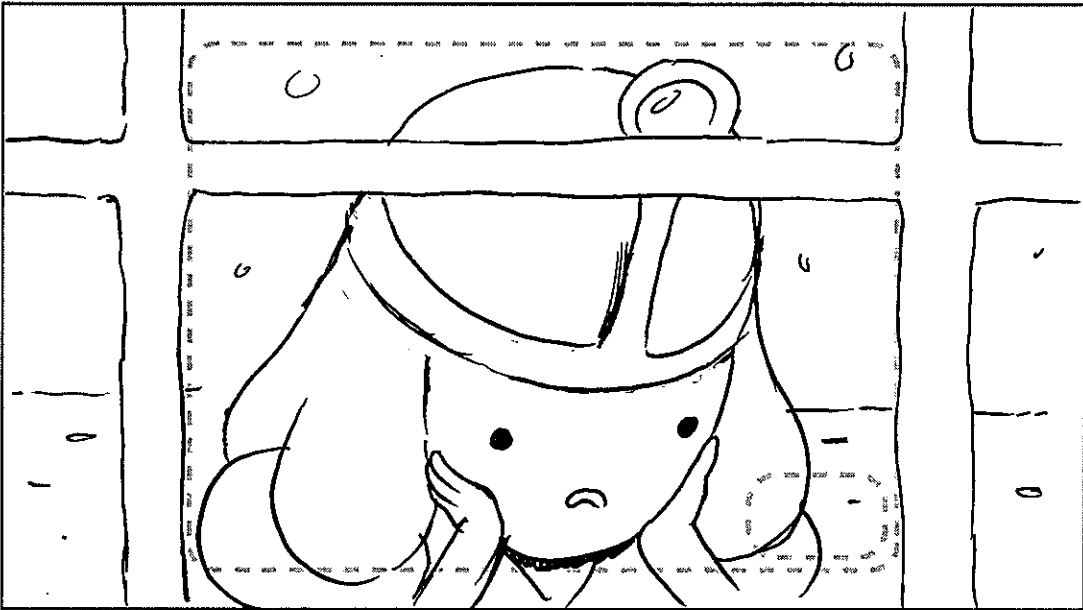
ADVENTURE TIME



Sc. 139 Pnl. B Bg. day night



Sc. 140 Pnl. A Bg. day night



Dialog:	(F:) Jake'll come looking for me after a <del>week</del> or two. day	(PB:) Yeah, but the Earl will still rule the Kingdom...
Action:		
Timing:		

EPISODE # 100859

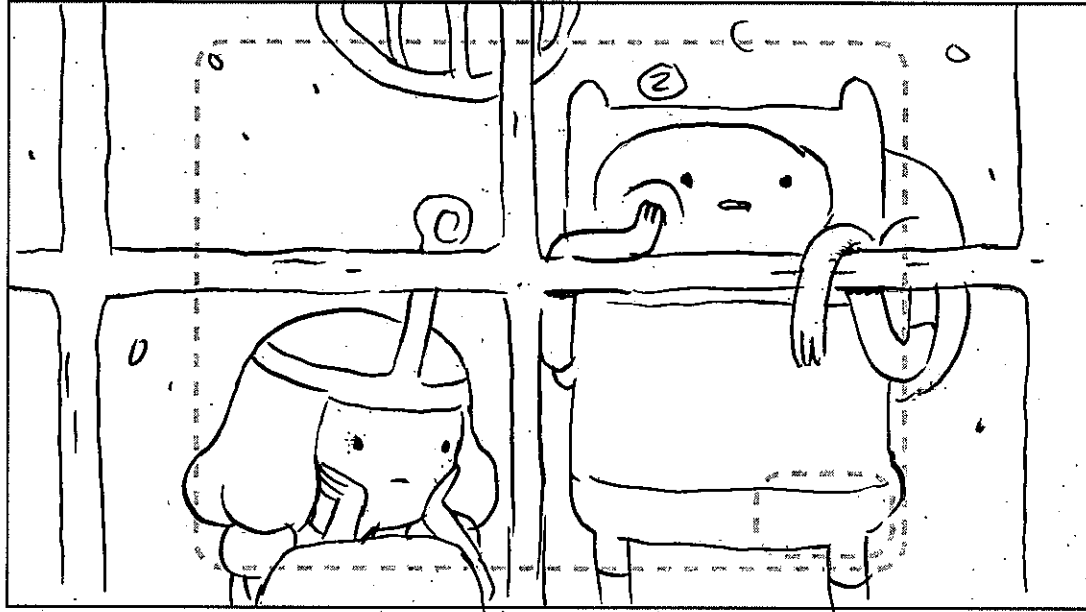
Production :

# ADVENTURE TIME

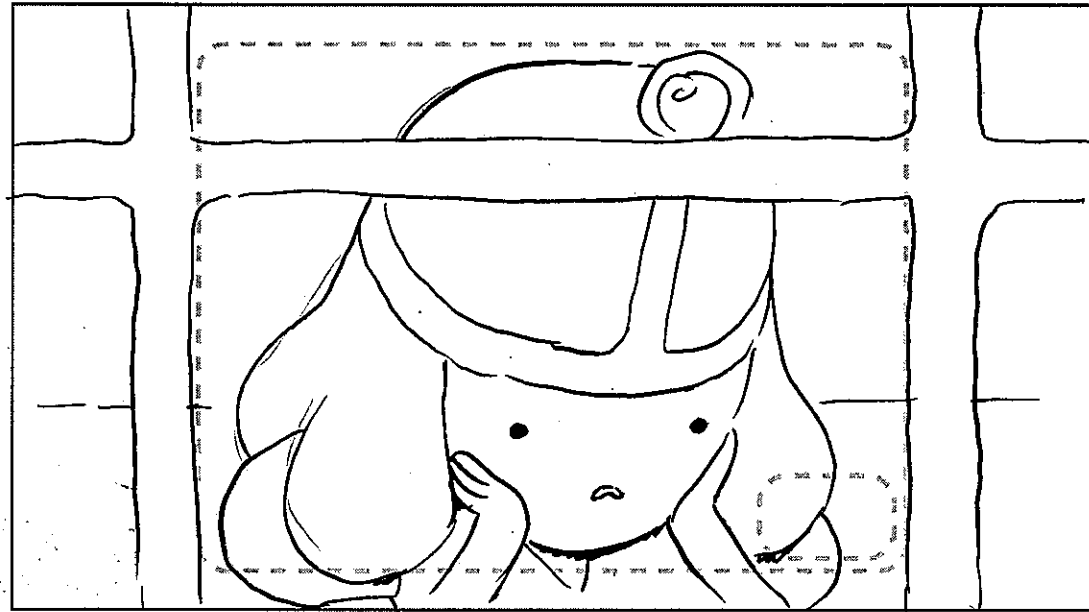


Page 163

Sc. 141 Pnl. A Bg. day night



Sc. 142 Pnl. A Bg. day night



Dialog:

(F:) humm... maybe if we...  
set his butt on fire?

(P.B.) No Finn - there's only one way -

Action:

Timing:



EPISODE # 100859

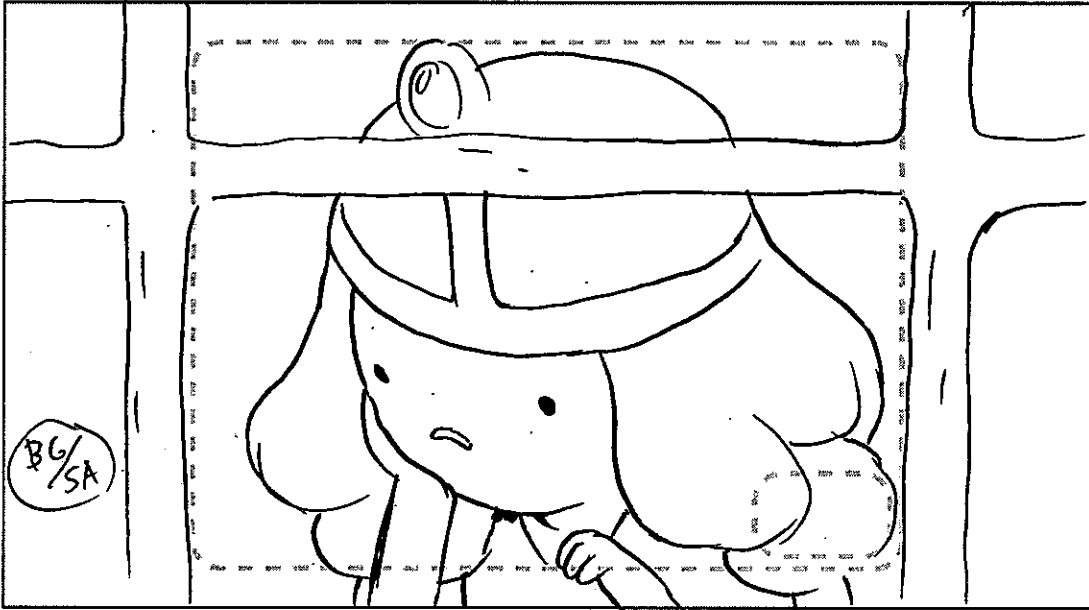
Production :

A3

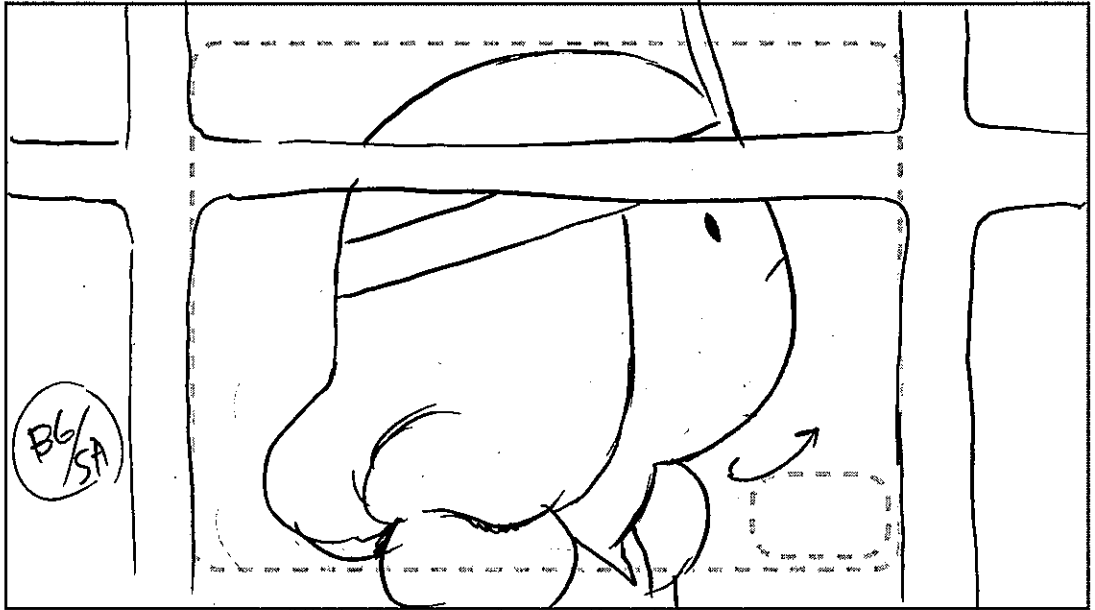
ADVENTURE TIME



Sc. 142 Pnl. B Bg. day night



Sc. 142 Pnl. C Bg. day night



Dialog: PB: I just didn't want to have to do it.

Action:

Timing:

EPISODE # 100859

AY

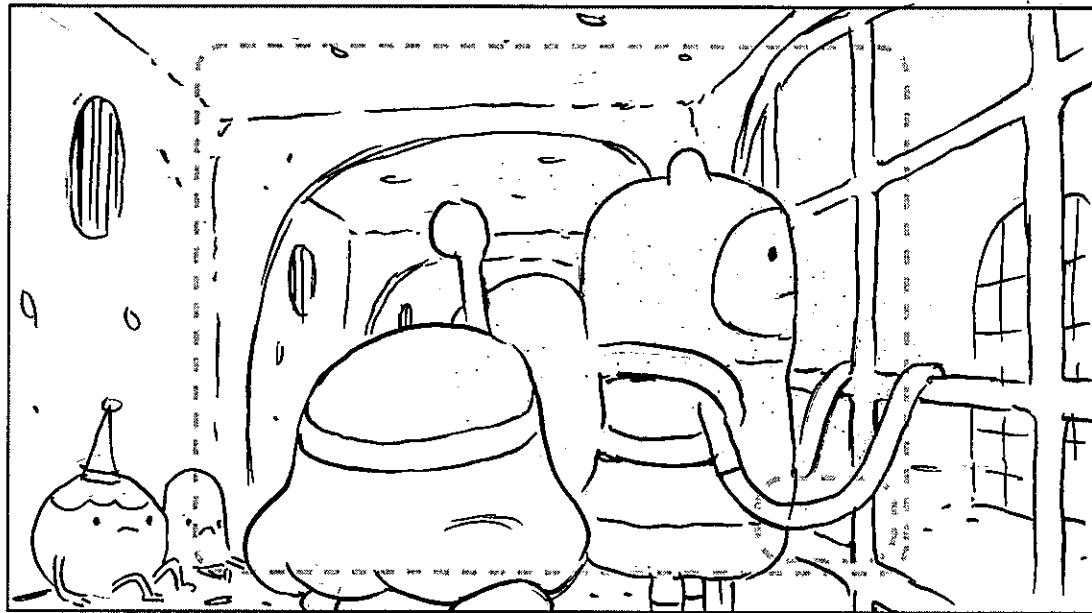
Production :

# ADVENTURE TIME

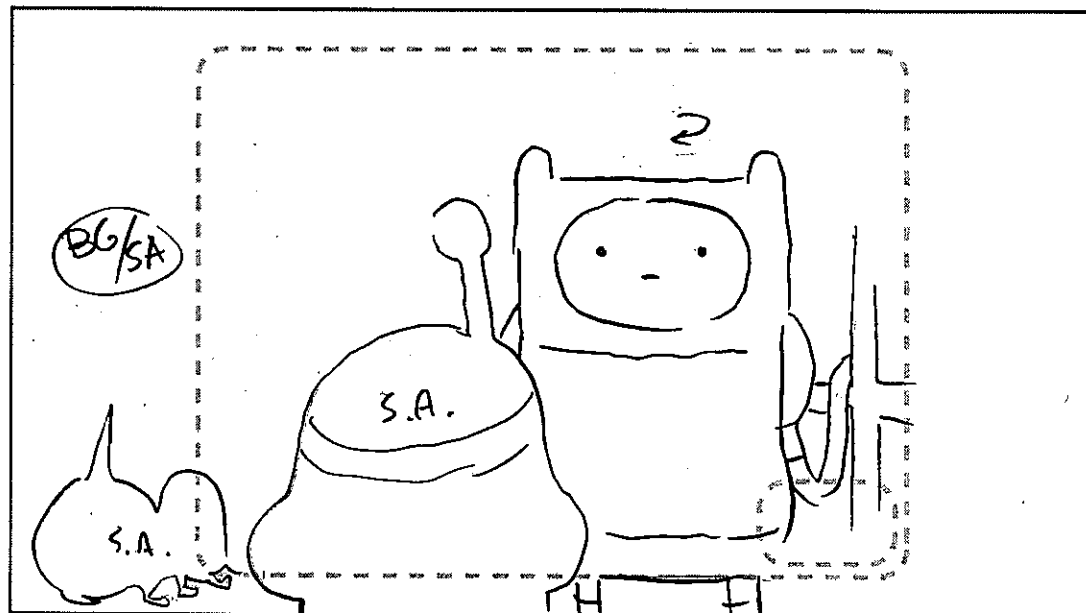


Page 165

Sc. 143 Pnl. A Bg. day night



Sc. 143 Pnl. B Bg. day night



Dialog:

Action:

Timing:

EPISODE # 100859

AS

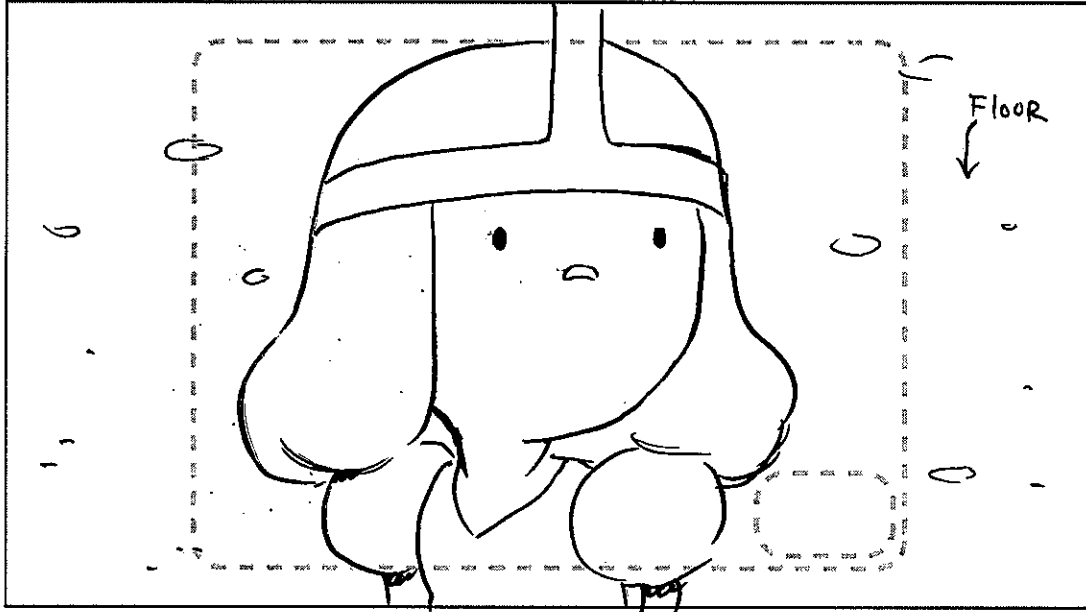
Production :

# ADVENTURE TIME

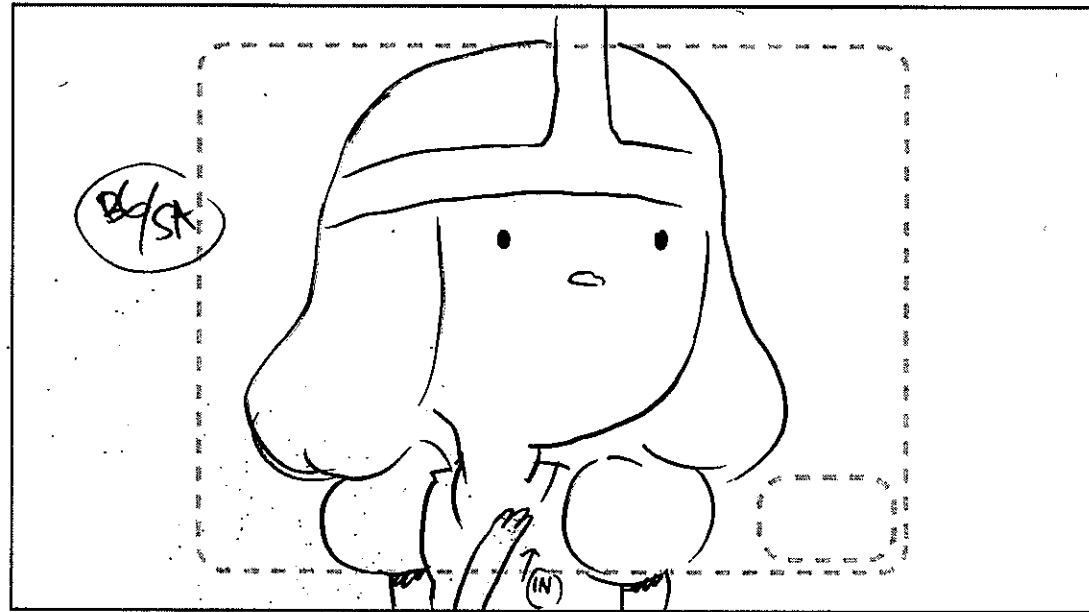


Page 166

Sc. 144 Pnl. A Bg. day night



Sc. 144 Pnl. B Bg. day night



Dialog:

(PB:) if I change myself back to my real age →

(PB:) → I can reclaim the throne.

Action:

Timing:

EPISODE #

100859

Production :

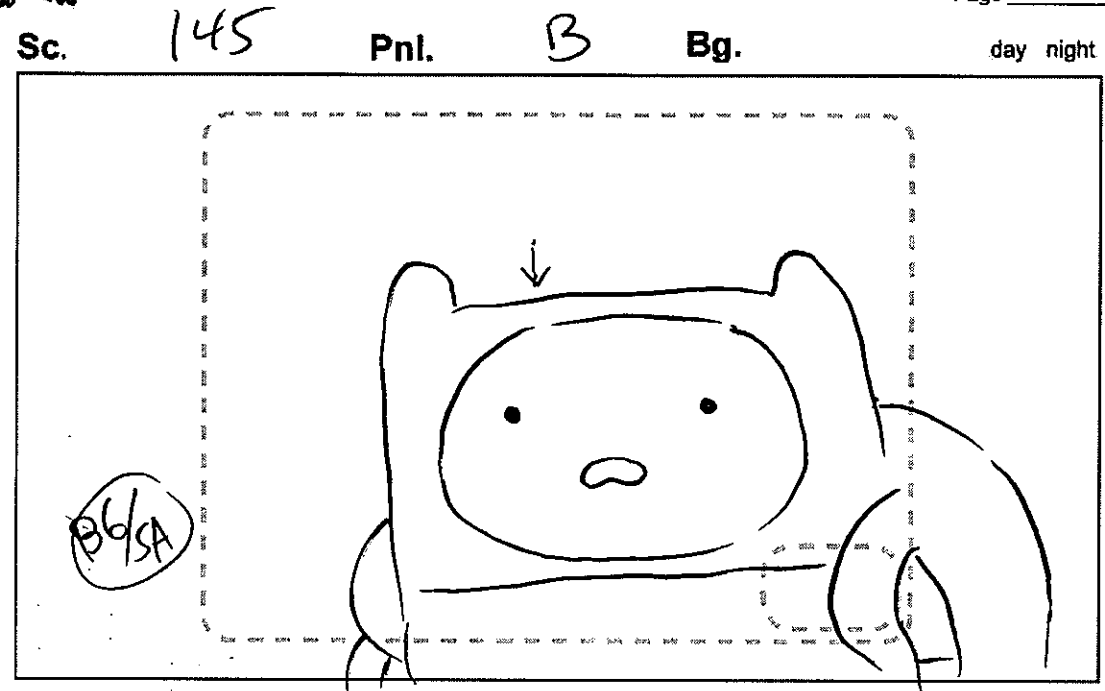
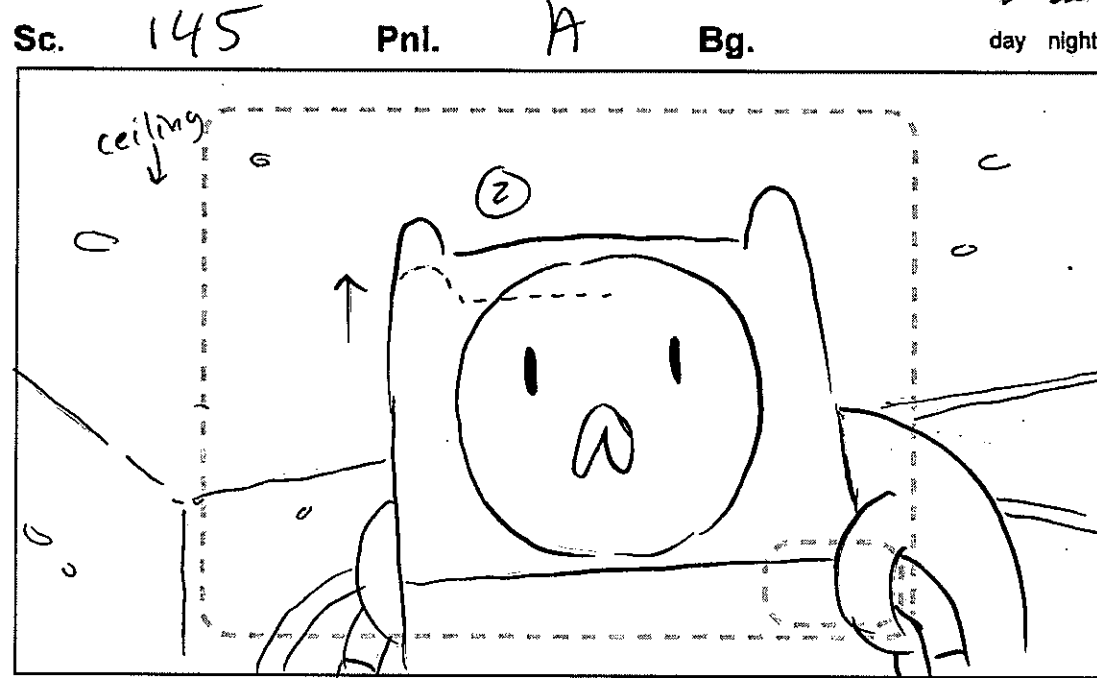
A6



# ADVENTURE TIME



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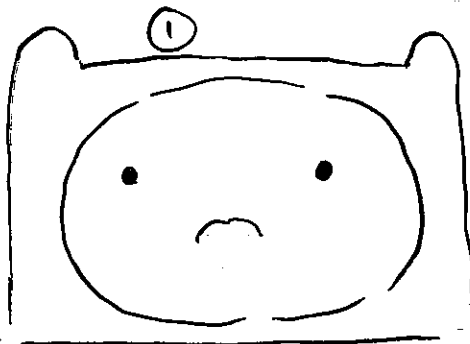
Dialog:

(F:) What? No!

(F:) I mean, uh -  
You can do that?

Action:

Timing:



EPISODE # 100859

A7

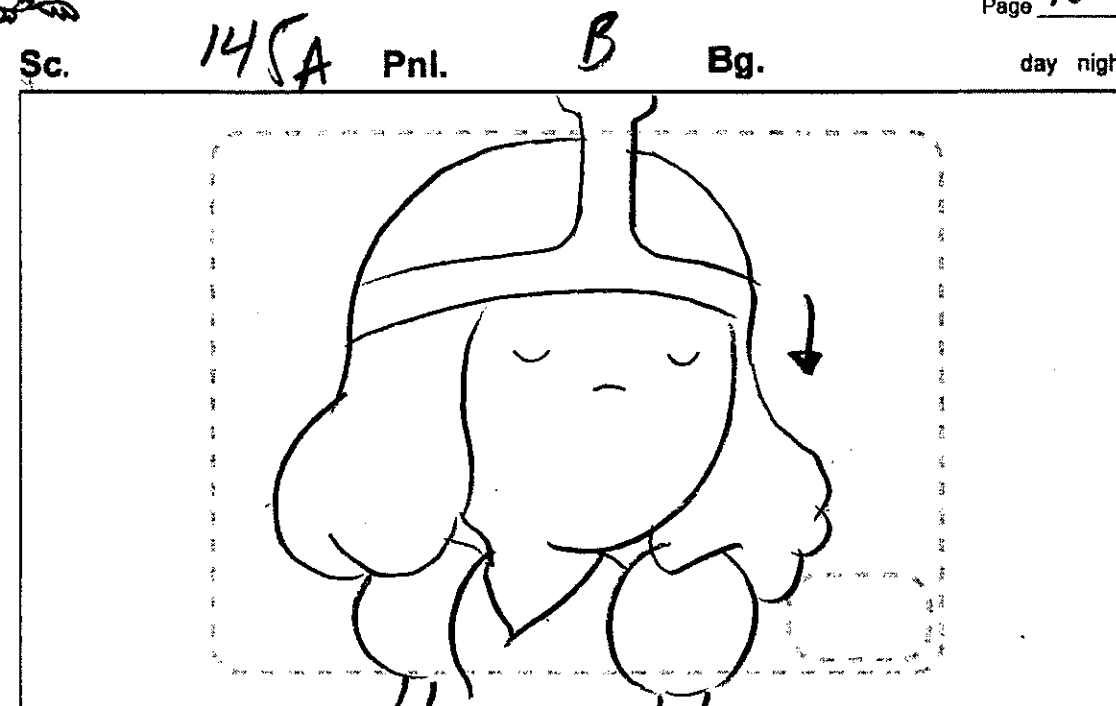
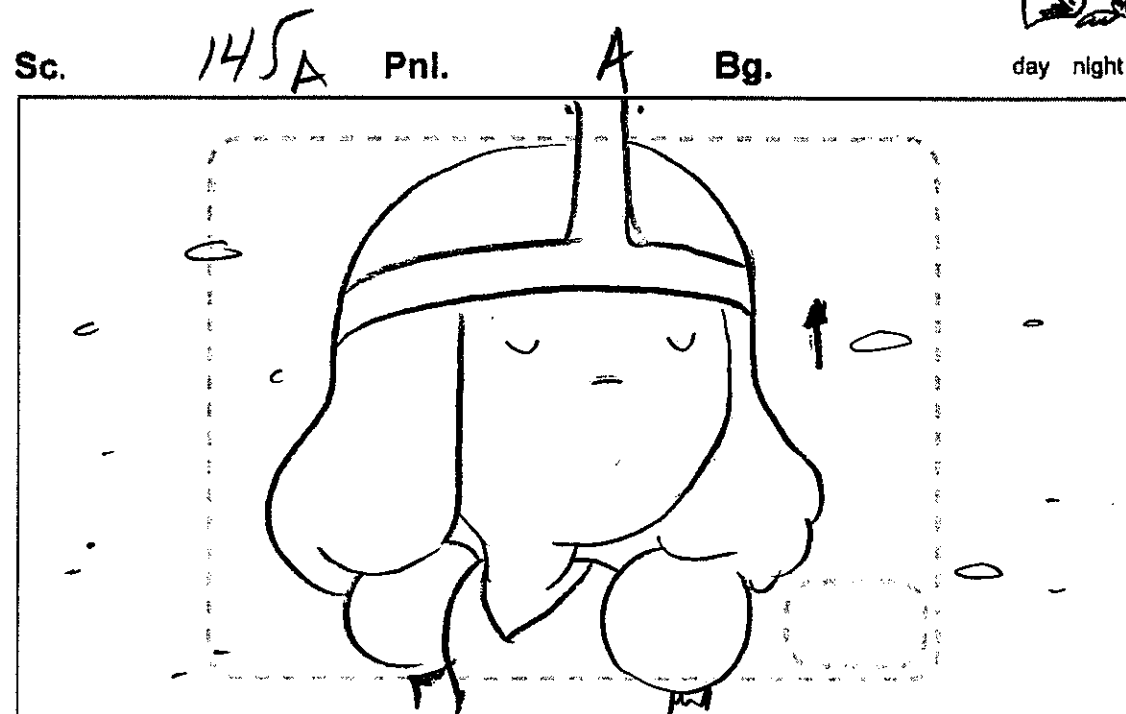
Production :

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# ADVENTURE TIME



Page 167A



Dialog:

PB/ mm

Action:

(PRINCESS BUBBLEGUM AGGS HER HEAD)

Timing:

EPISODE # 100859

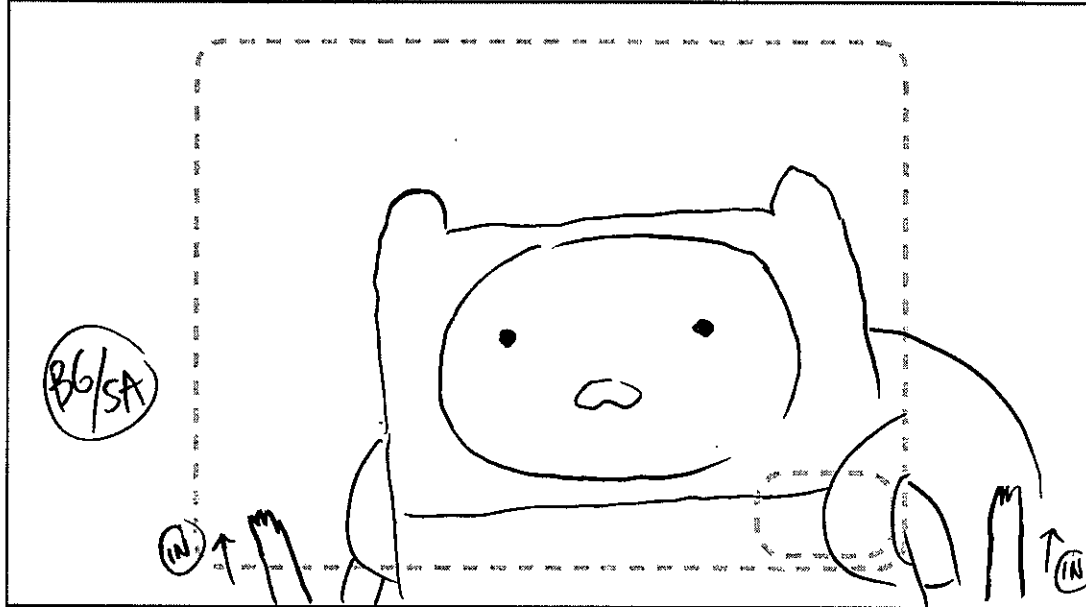
Production :

# ADVENTURE TIME

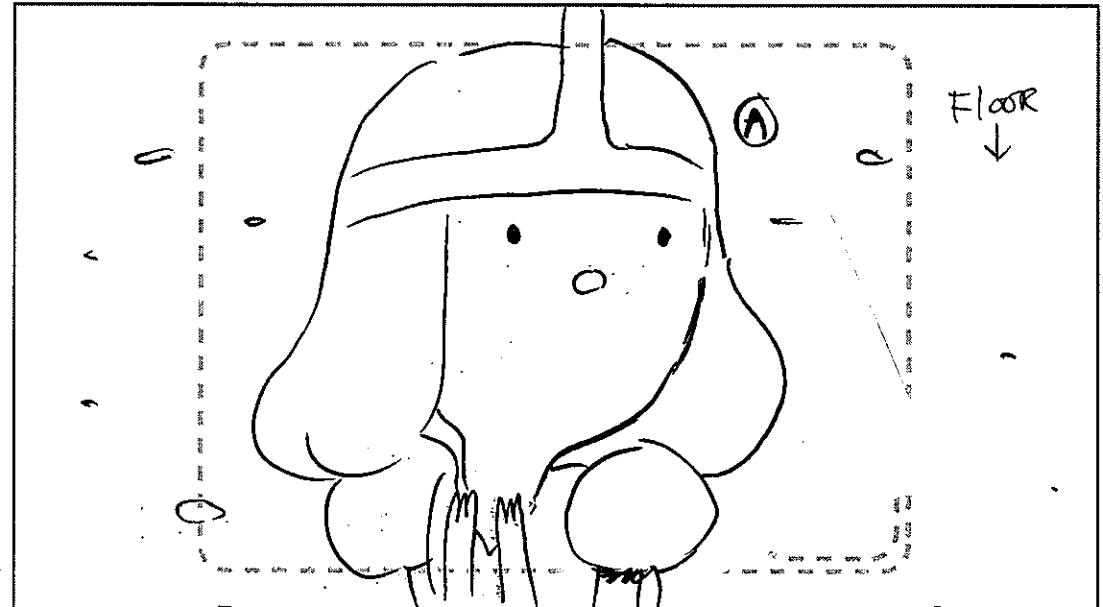


Page 168

Sc. 145B Pnl. A Bg. day night



Sc. 146 Pnl. A Bg. day night



Dialog:

(F):

then... why did you  
wait so long?

Action:

Timing:

(PB):

because... being 13 again is... bloobalooey!



EPISODE # 100859

18

# ADVENTURE TIME



Page 1689

Sc. Pnl. Bg. day night

OUT

Sc. 147 Pnl. A Bg. day night

Dialog:

FINN: hm?

Action:

Timing:

EPISODE # 100859

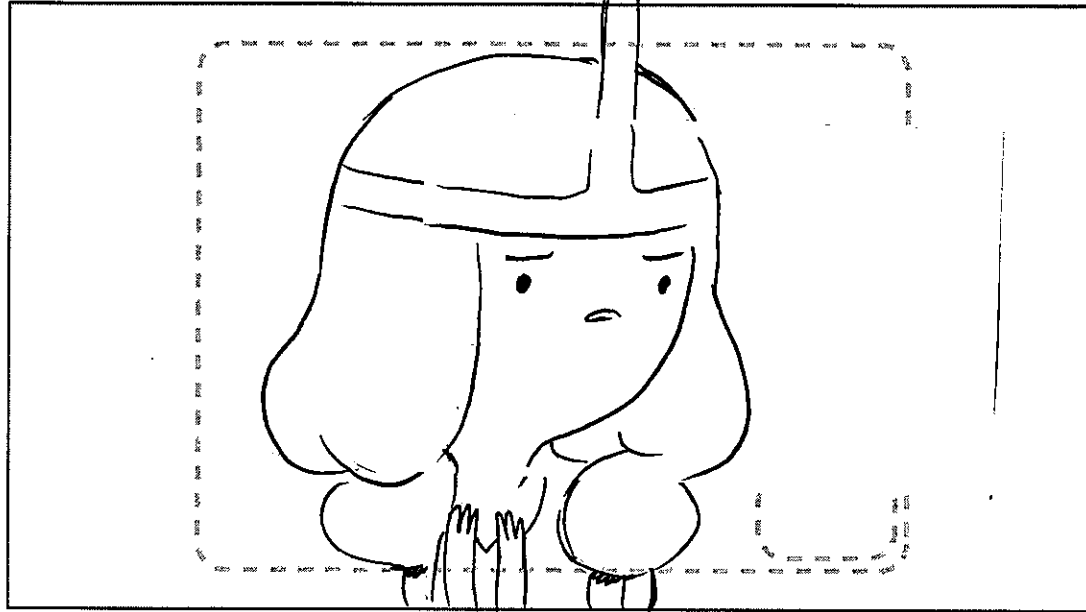
Production :

# ADVENTURE TIME

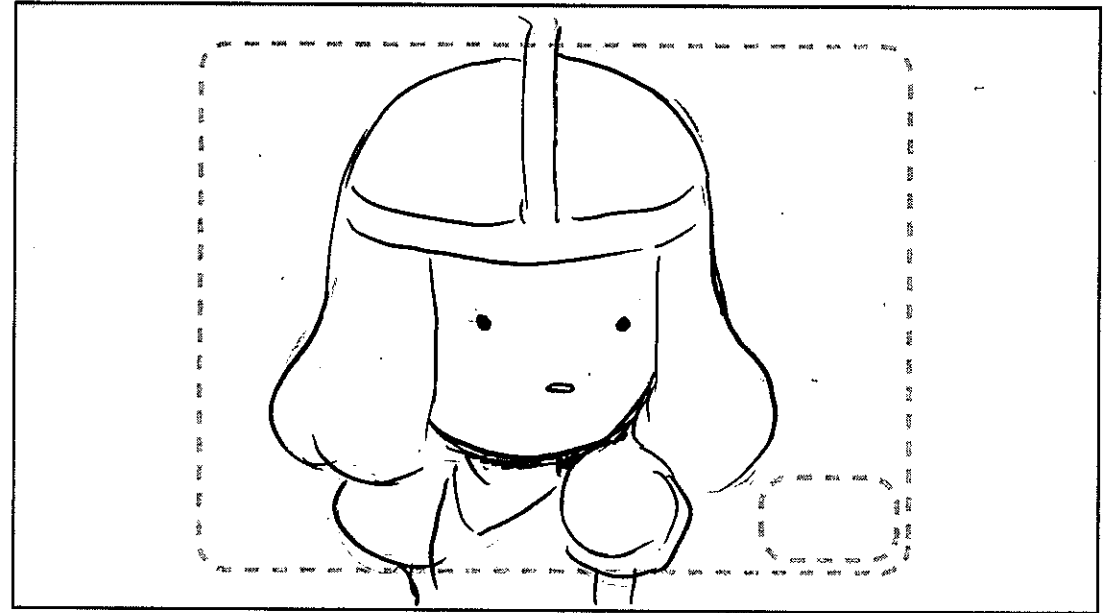


Page 169

Sc. 146 Pnl. B Bg. day night



Sc. 146 Pnl. C Bg. day night



Dialog:

while,  
(P.B.) Being eighteen is all rules and responsibility.

Action:

Alt: flopfluck and wagglesags.

Timing:

(P.B.): I never really get to act like a kid.

EPISODE # 100859

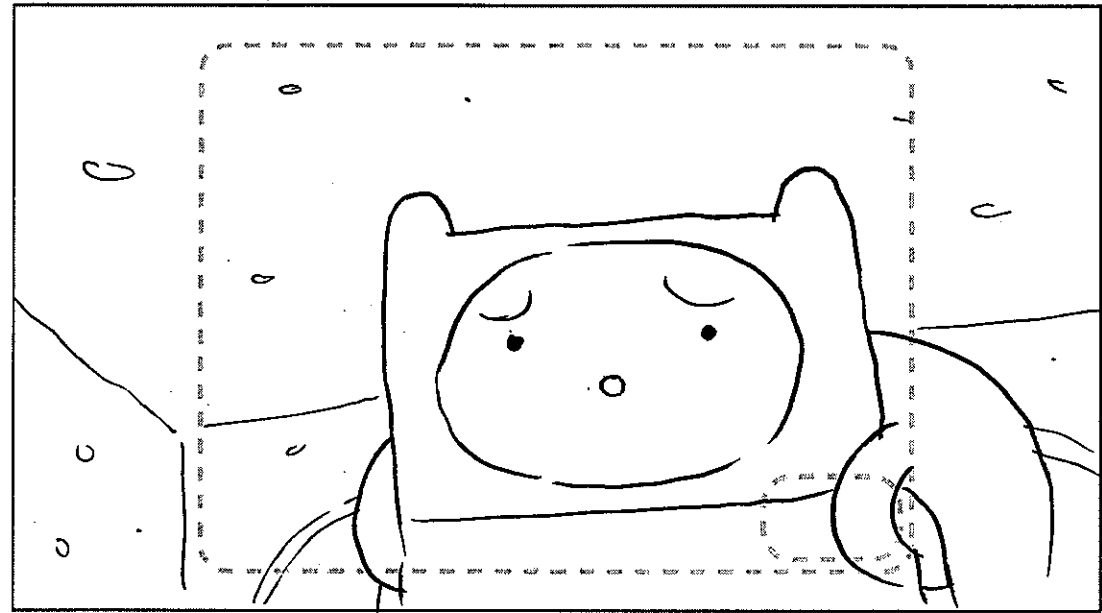
A9

Production :

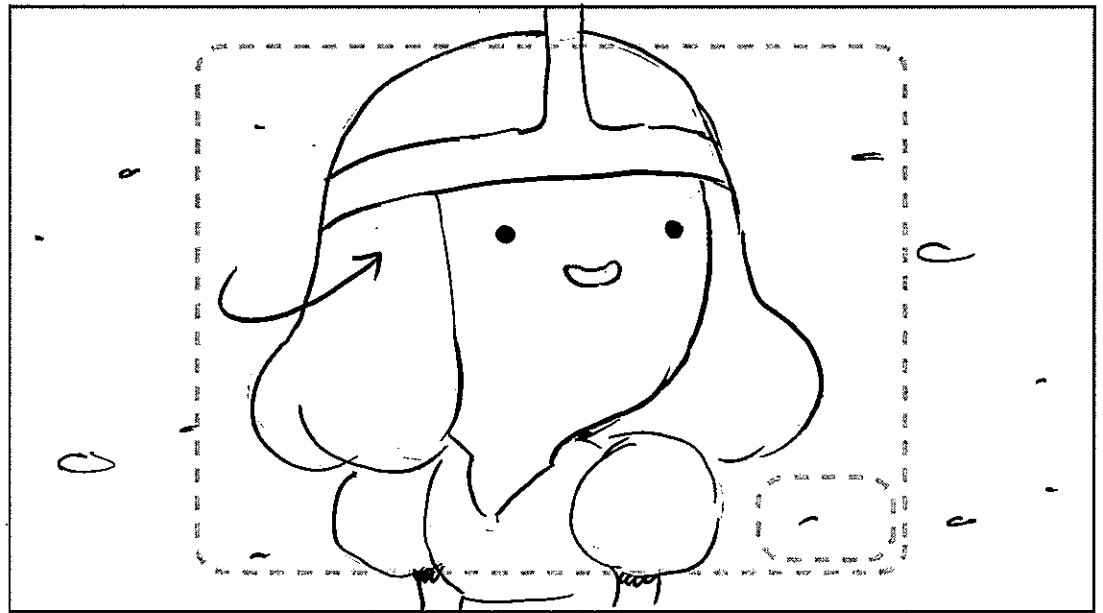
ADVENTURE TIME



Sc. 147A Pnl. A Bg. day night



Sc. 148 Pnl. A Bg. day night



Dialog:
<p>(FINN:) oh...</p> <p>(P.B.) but it's okay - really - my people need me, and that comes first.</p>
Action:
Timing:

EPISODE # 100859

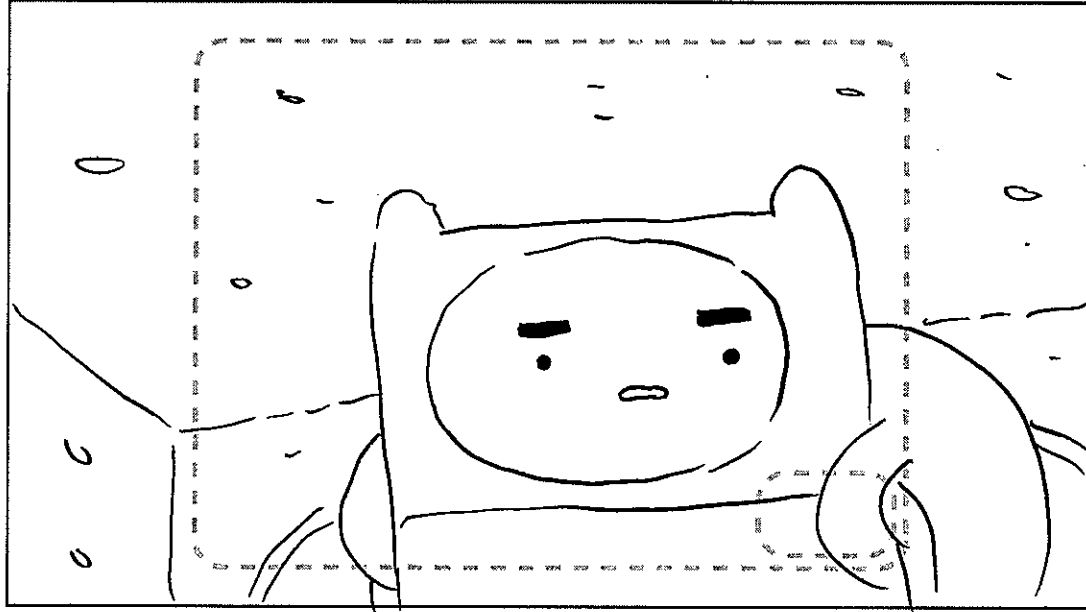
Production :

# ADVENTURE TIME

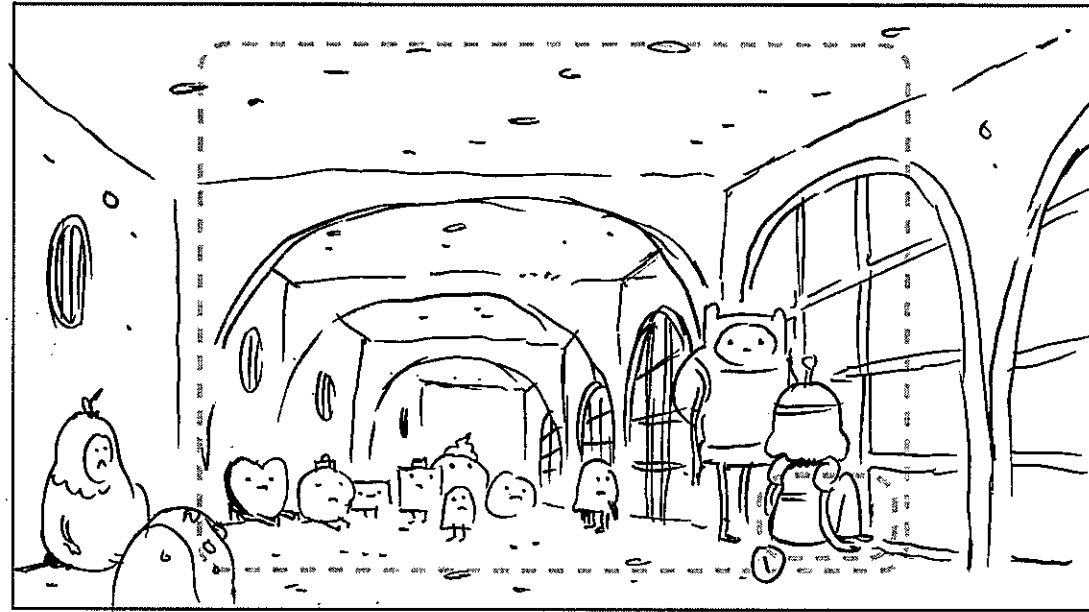


Page 171

Sc. 149 Pnl. A Bg. day night



Sc. 150 Pnl. A Bg. day night



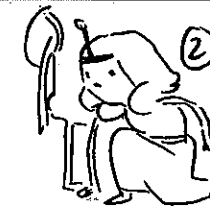
Dialog:

(F:) yesh...

(P.B.) The first thing we need →

Action:

Timing:



EPISODE # 100859

All

Production :

# ADVENTURE TIME



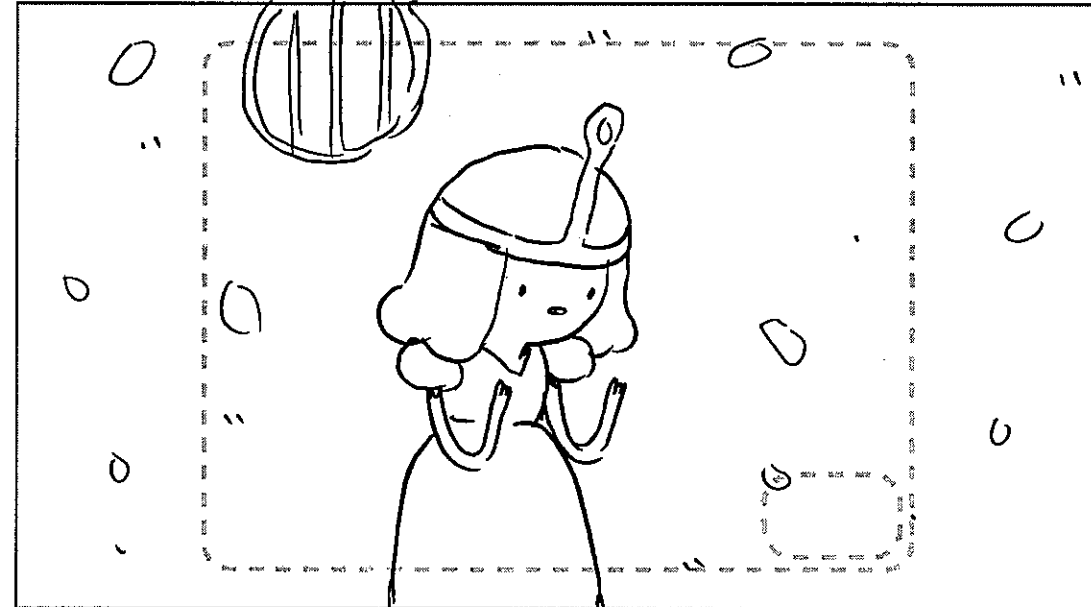
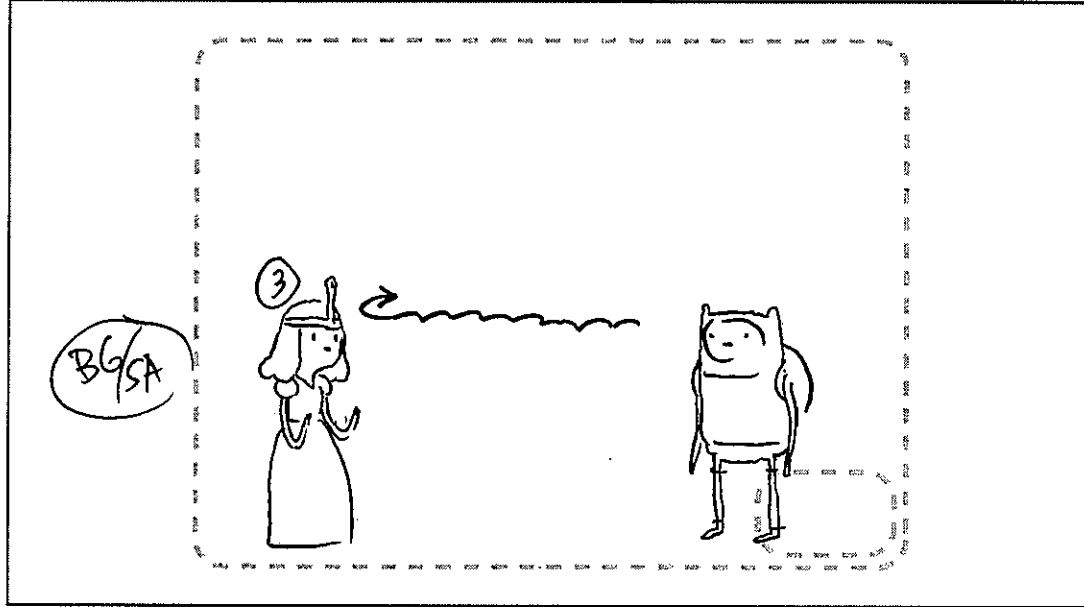
Page 178

Sc. 150 Pnl. B Bg.

day night

Sc. 151 Pnl. A Bg.

day night



Dialog:

(P.B.) → is more candyflesh to increase my biomass -

(P.B.): but I need my lab equipment to engineer it...

Action:

Timing:

EPISODE # 100859

Production :

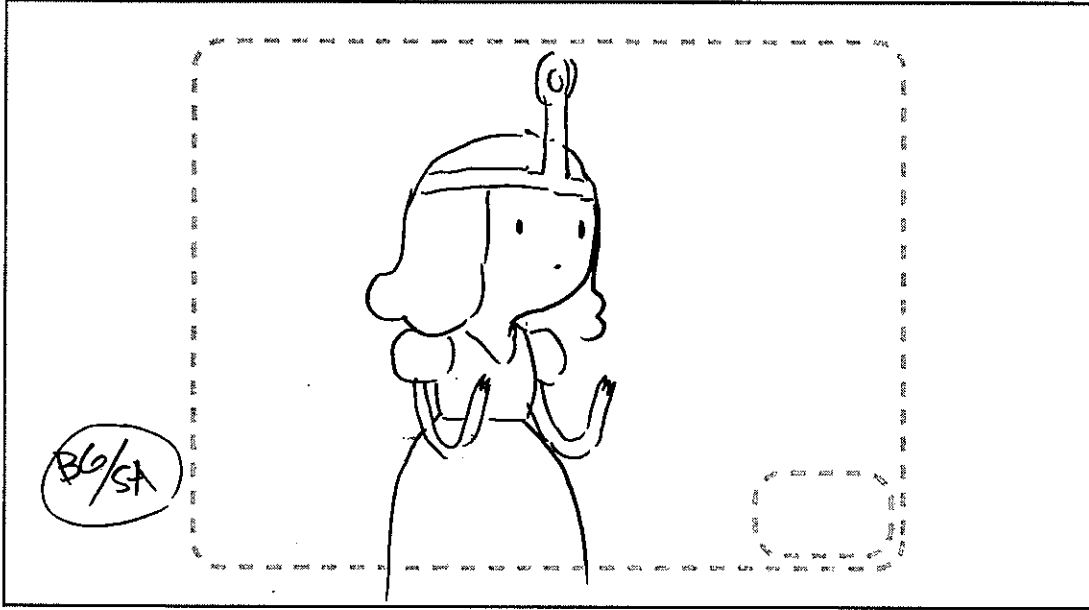
A12



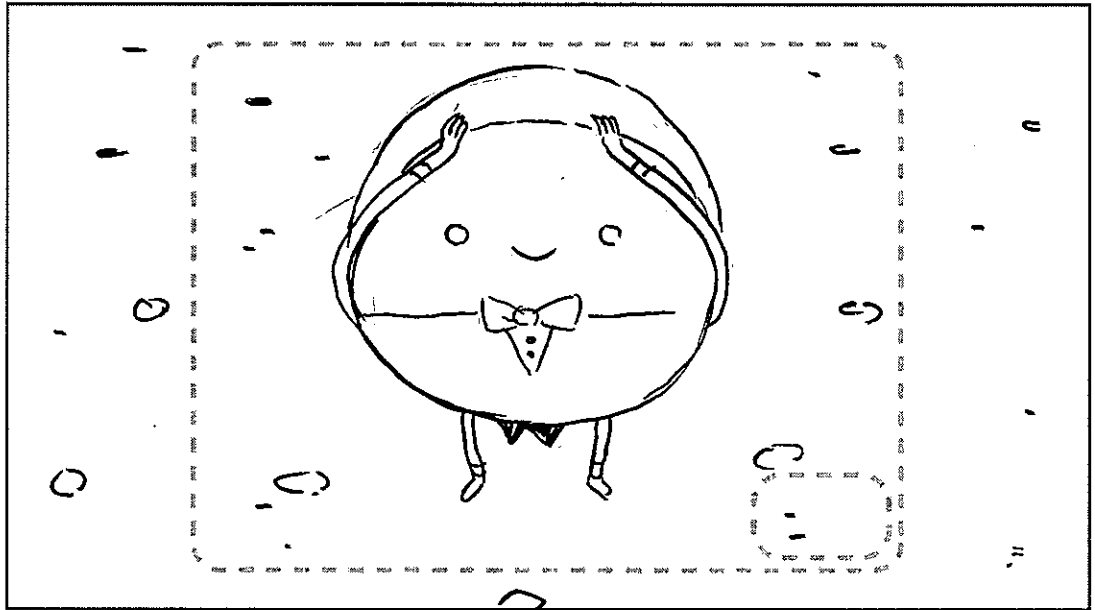
ADVENTURE TIME



Sc. 151 Pnl. B Bg. day night



Sc. 152 Pnl. A Bg. day night



Dialog:  
PEPPERMINT BUTLER (O.S.) not necessarily, m'lady -

Action:

Timing:

EPISODE # 100859

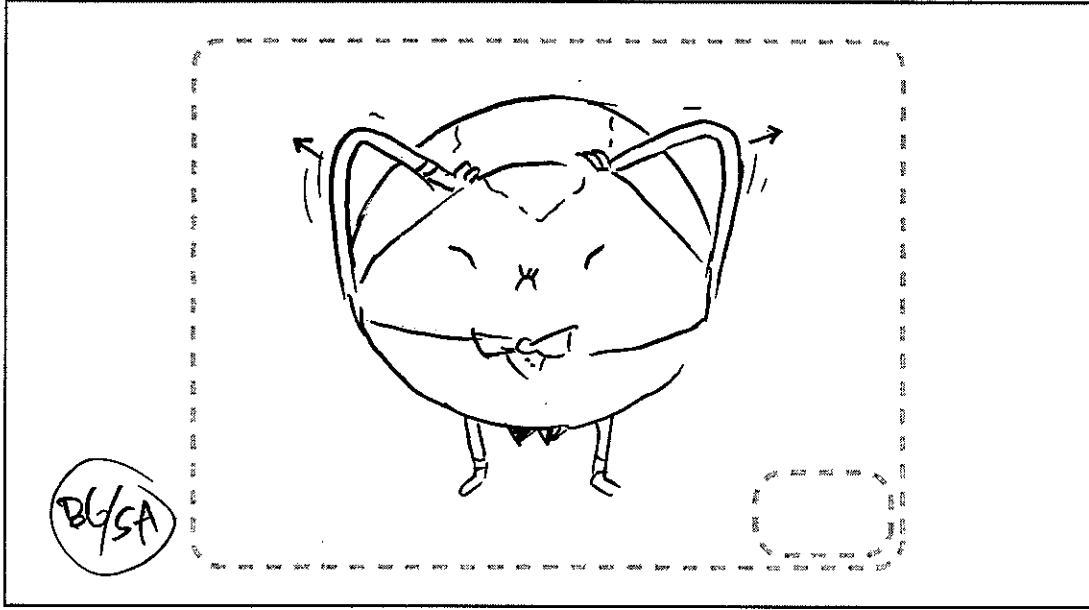
A13

Production :

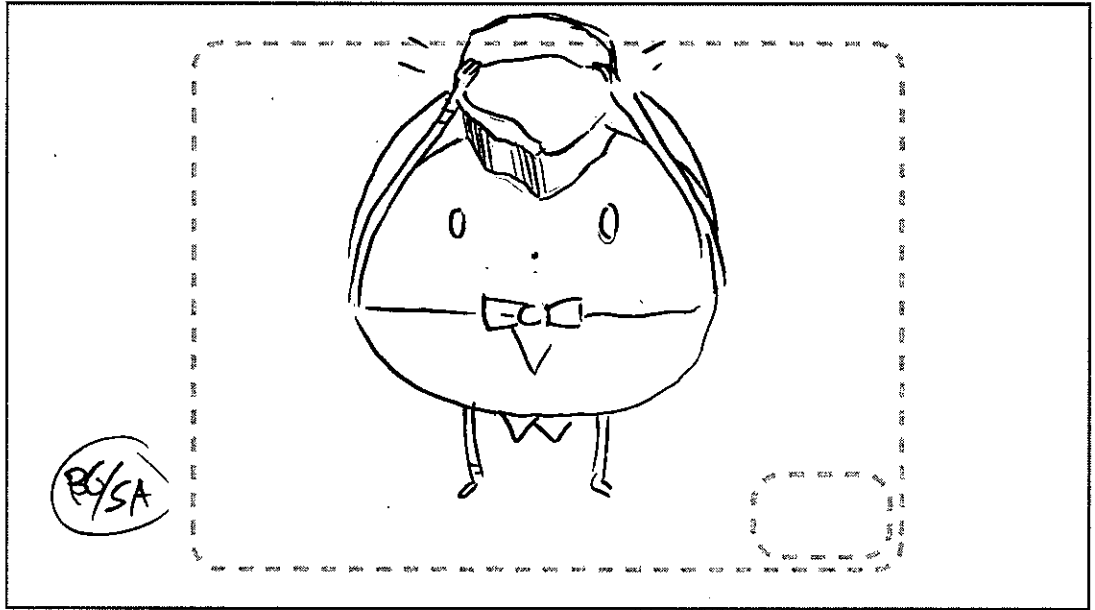
ADVENTURE TIME



Sc. 152 Pnl. B Bg. day night



Sc. 152 Pnl. C Bg. day night



Dialog:		* POP *	
Action:	P. Butler pulls at his head	chunk pops off, body recoils back.	
Timing:			

EPISODE # 100859

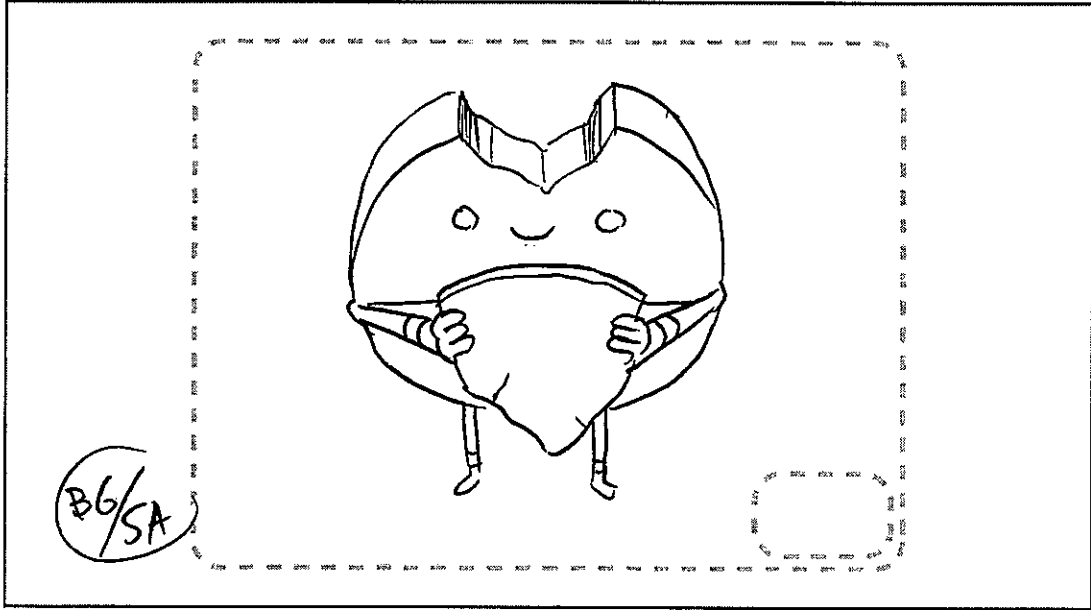
A14

Production :

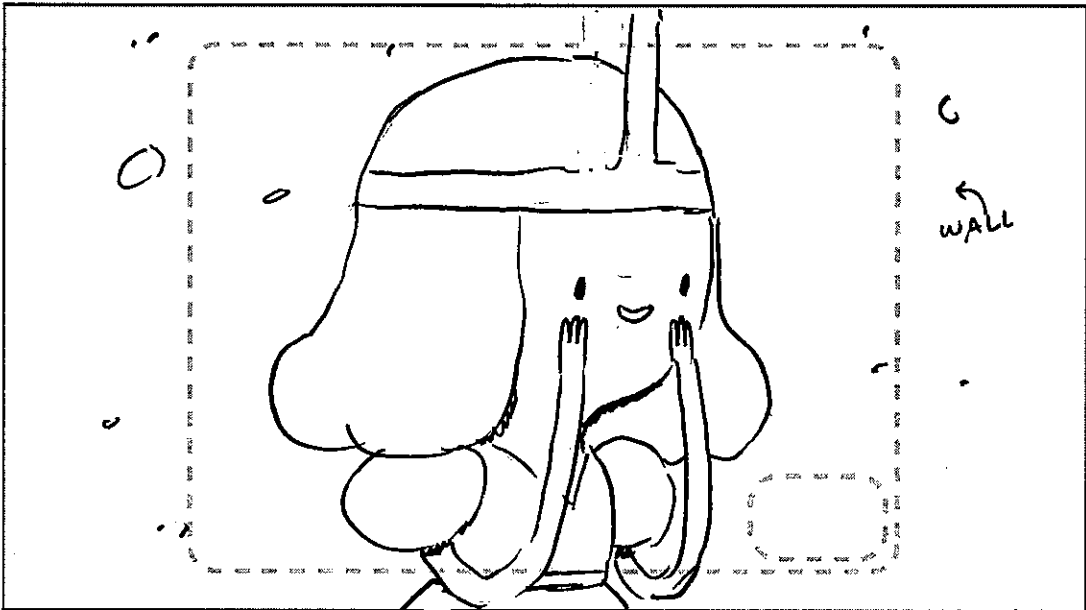
ADVENTURE TIME



Sc. 152 Pnl. D Bg. day night



Sc. 153 Pnl. A Bg. day night



Dialog:
Action: P. Butler holds candy up to P. Bubblegum
Timing:

EPISODE # 100859

Production :

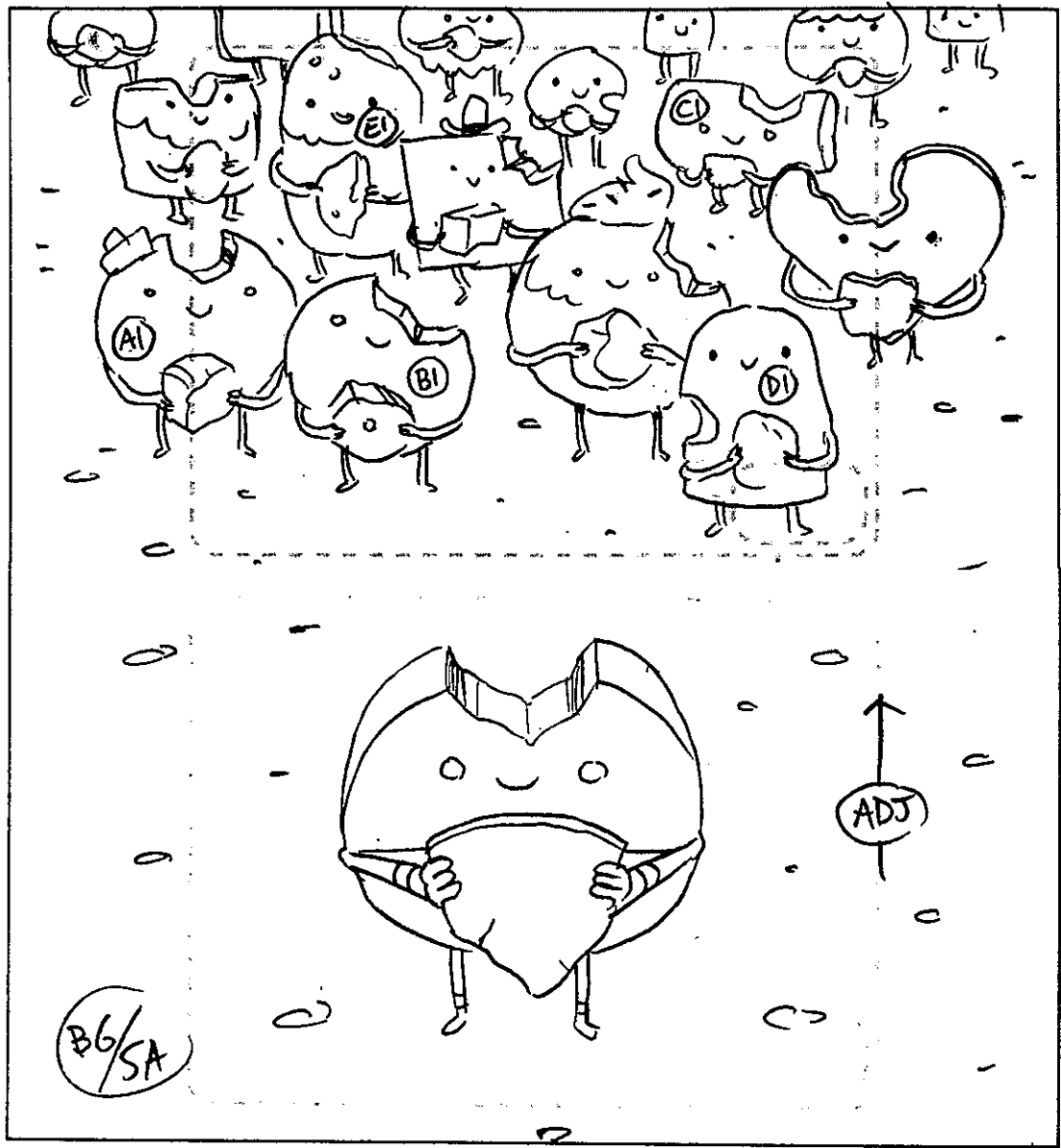
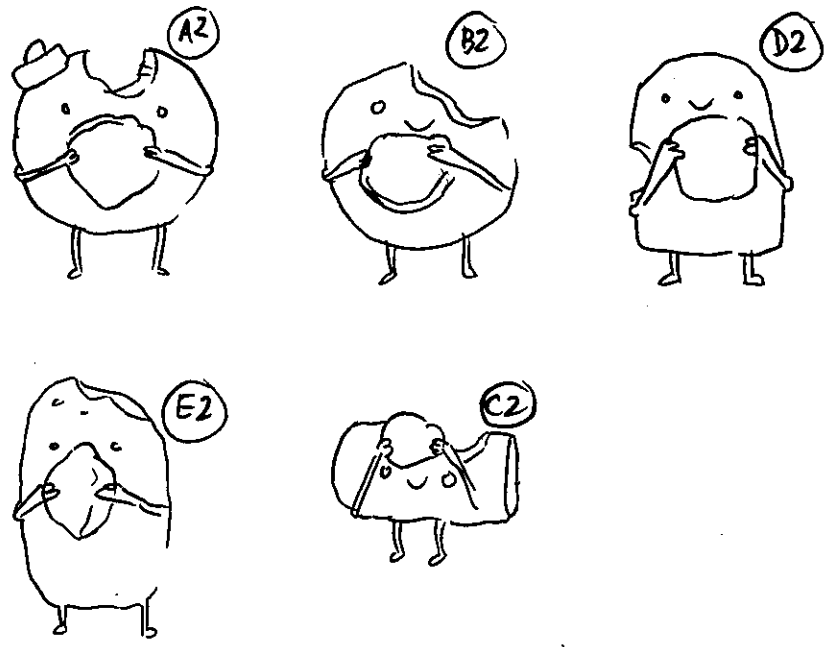
AT

# ADVENTURE TIME



Page 176

Sc. 154 Pnl. A Bg. day night



Dialog:	
Action:	Candy people hold up candy pieces in staggered order. (not all at once)
Timing:	

EPISODE # 100859

Production :

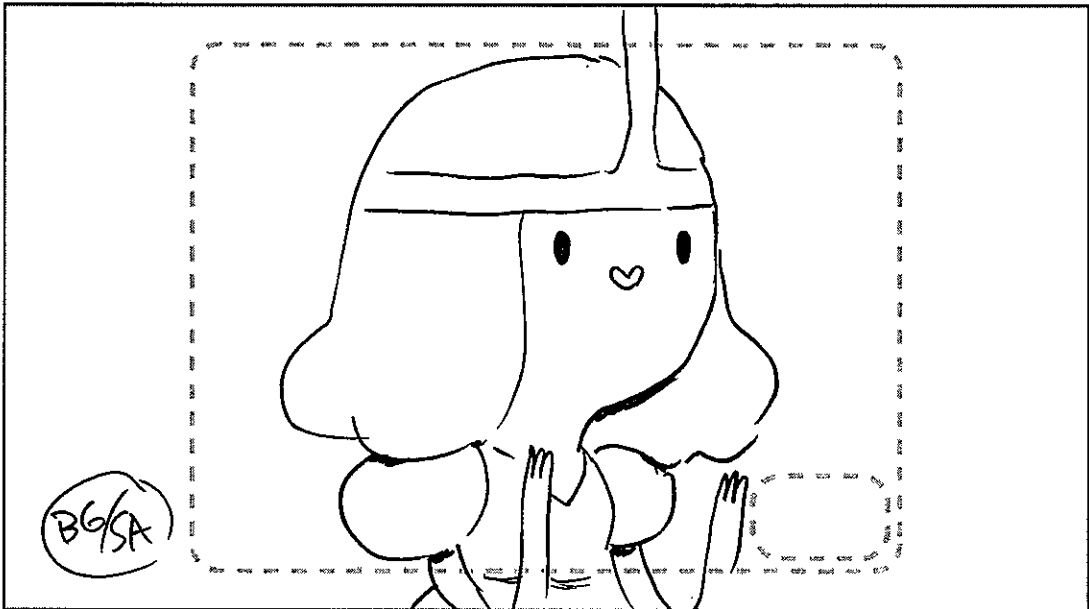
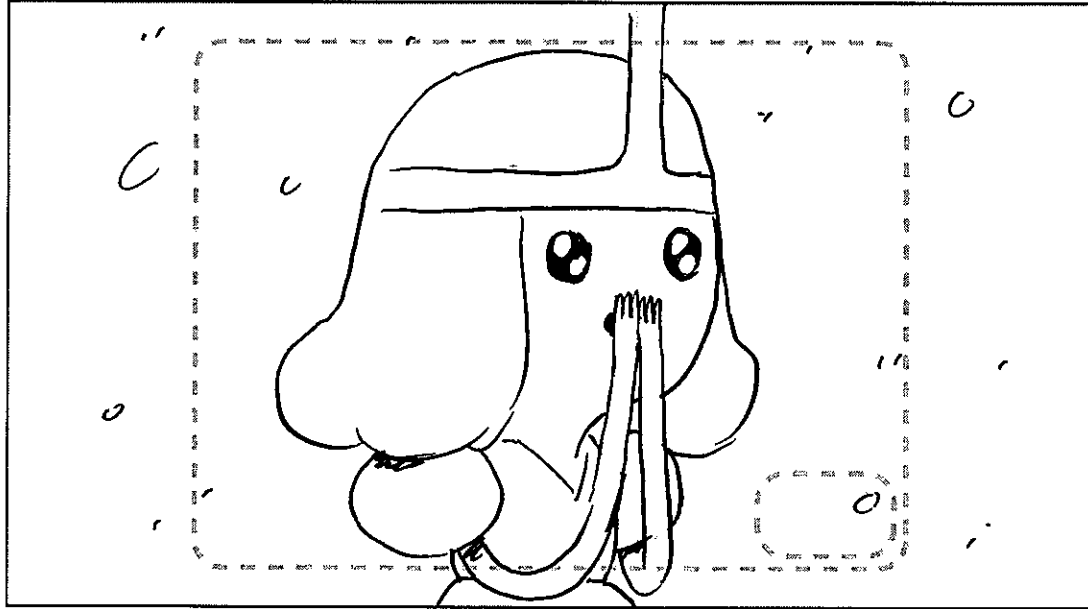
A16

ADVENTURE TIME



Sc. 155 Pnl. A Bg. day night

Sc. 156 Pnl. B Bg. day night



Dialog:	* gasp *	(PB) oh- thank you- thank you all!
Action:		
Timing:		

EPISODE # 100859

A17

Production :

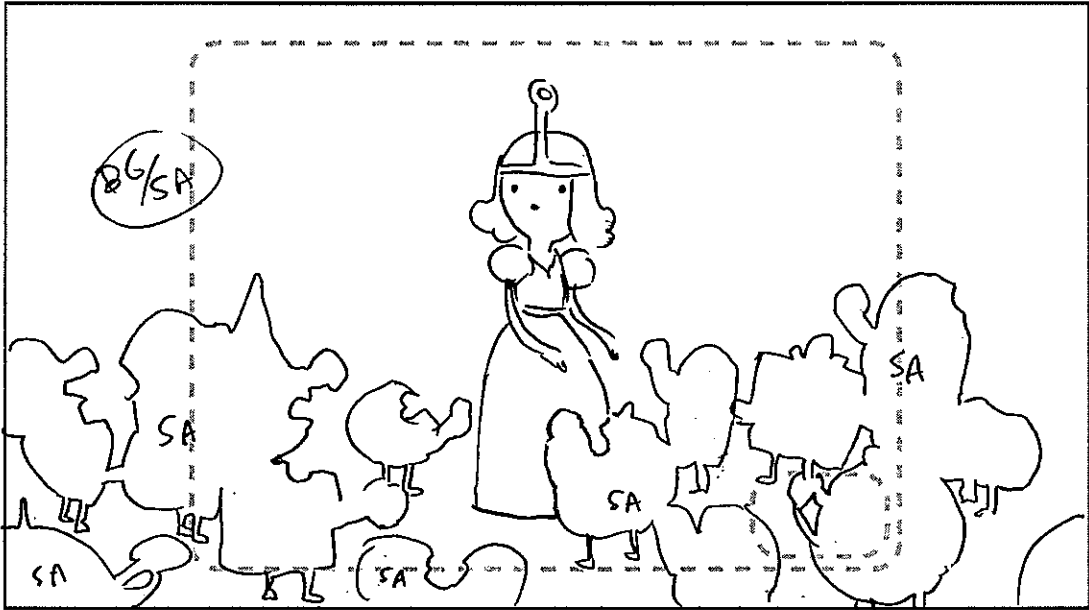
ADVENTURE TIME



Sc. 156 Pnl. A Bg. day night



Sc. 156 Pnl. B Bg. day night



Dialog:	<p>(P.B.): okay,</p>	<p>(P.B.) Next we need a bonding agent...</p>
Action:		
Timing:		

100859

EPISODE #

A18

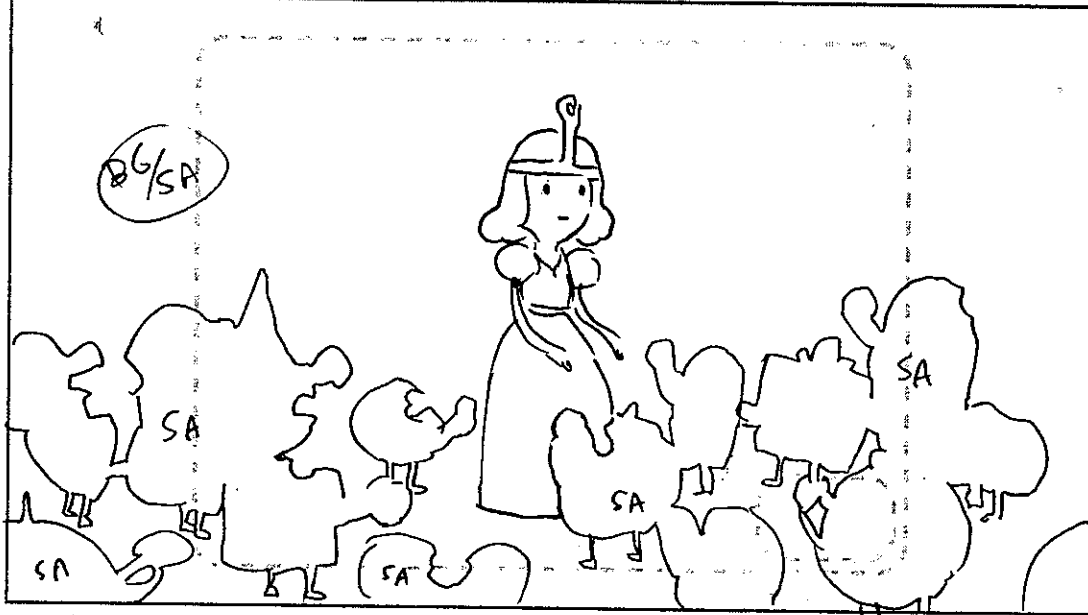
Production :

# ADVENTURE TIME

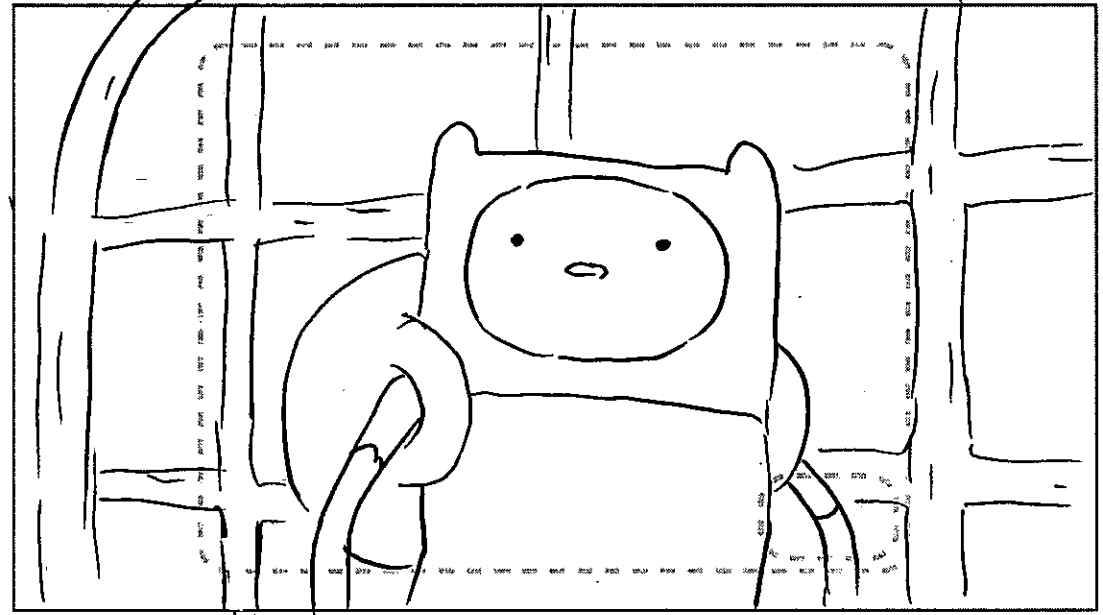


Page 179

Sc. 156 Pnl. C Bg. day night



Sc. 157 Pnl. A Bg. day night



Dialog:

(FINN) (O.S.): princess -

(F:) I think I can help.

Action:

Timing:

EPISODE #  
100859

Production :

A19

ADVENTURE TIME



Sc. Pnl. Bg. day night

WIPE

Sc. 158 Pnl. A Bg. day night

Dialog:

(F:) \*luluh bluh/luh lu \*

Action:

Finn rapidly licks candy.

Timing:

EPISODE # 100859

A20

Production :

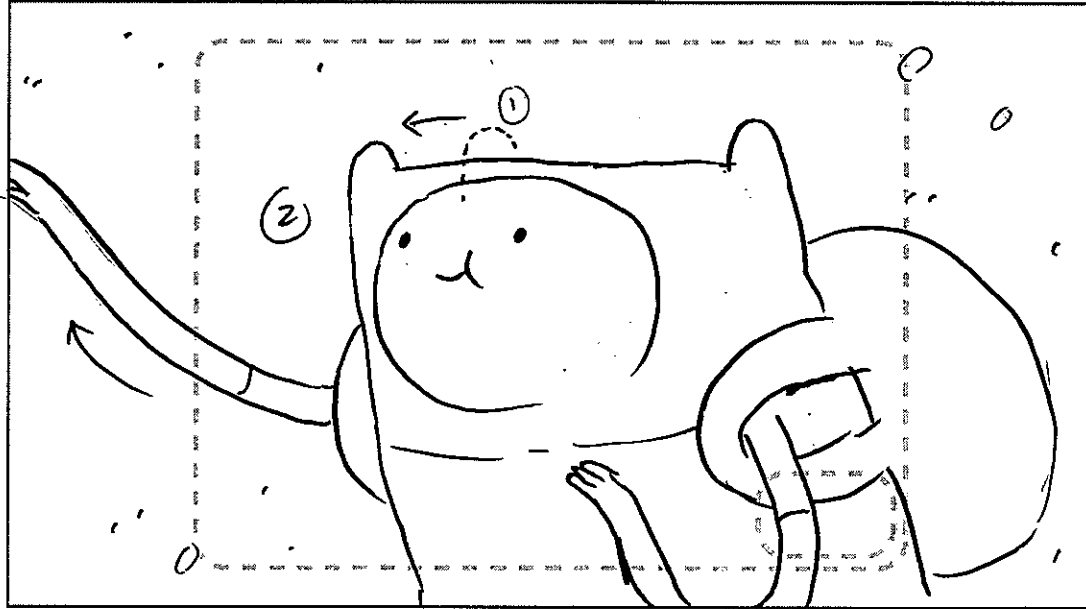


# ADVENTURE TIME

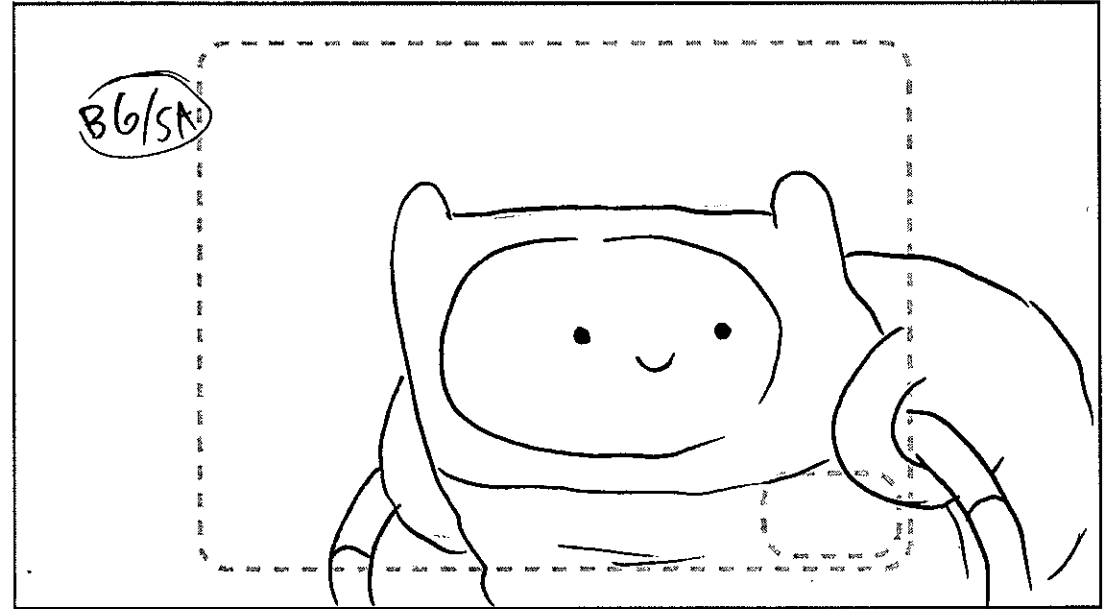


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Sc. 159 Pnl. A Bg. day night



Sc. 159 Pnl. B Bg. day night



Dialog:

SFX: \*Splat \*

Action:

Finn attaches  
candy off screen

Timing:



EPISODE # 100859

Production :

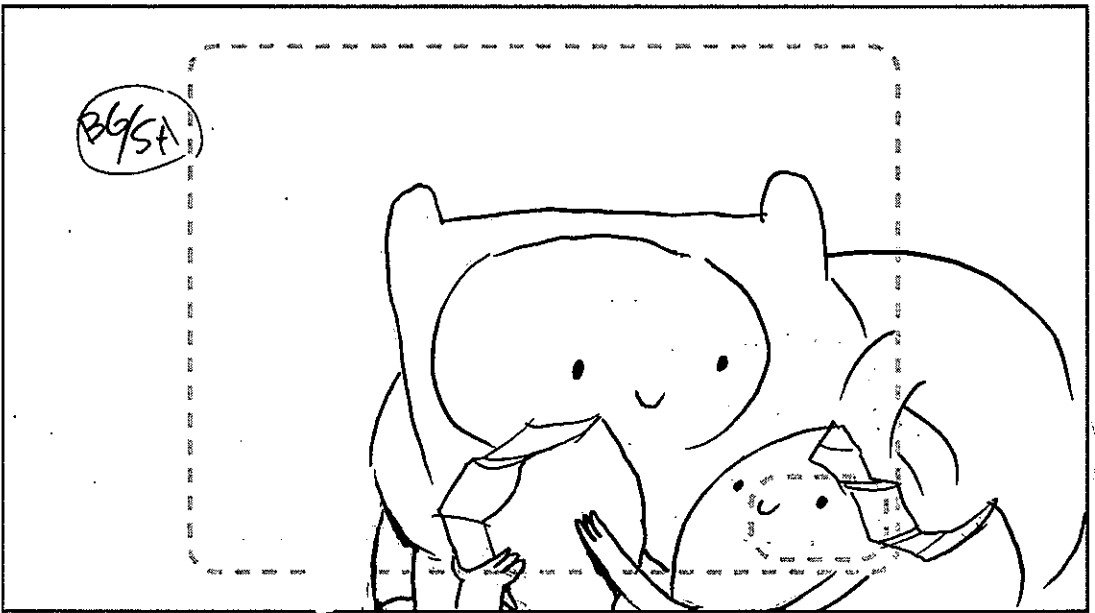
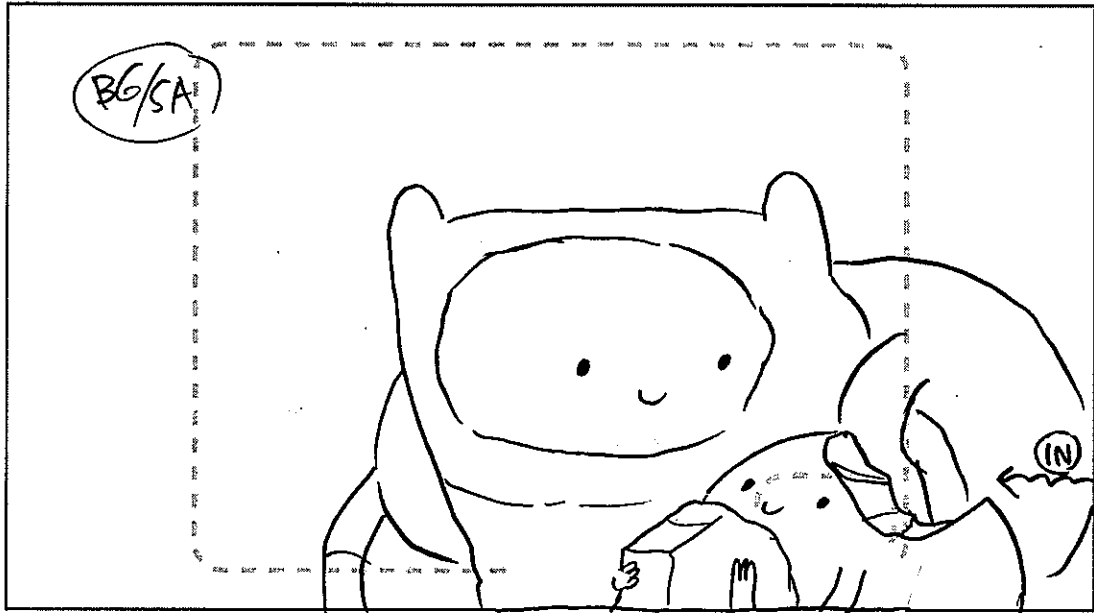
A21

ADVENTURE TIME



Sc. 159 Pnl. C Bg. day night

Sc. 159 Pnl. D Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100859

Production :

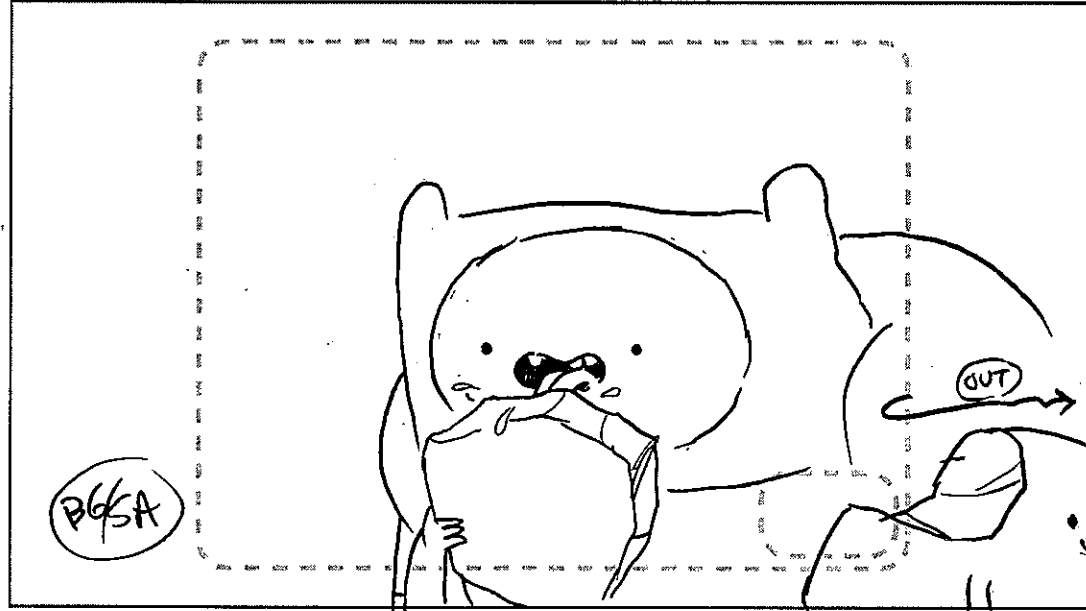
A22

# ADVENTURE TIME

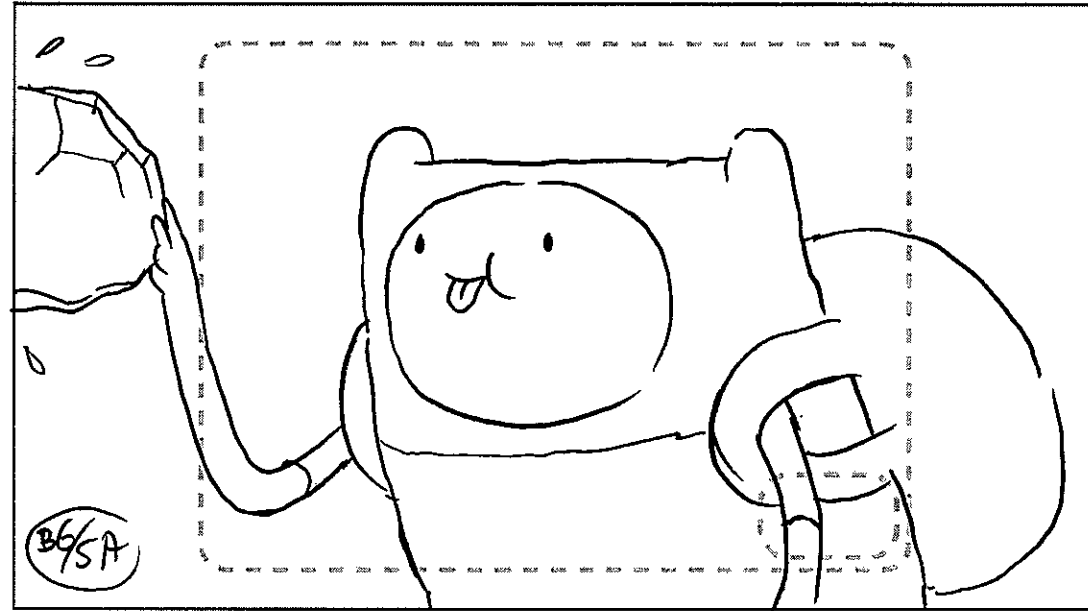


Page 183

Sc. 159 Pnl. E Bg. day night



Sc. 159 Pnl. F Bg. day night



Dialog:

F: blah

\* splat \*

Action:

Timing:

EPISODE #

100859

Production :

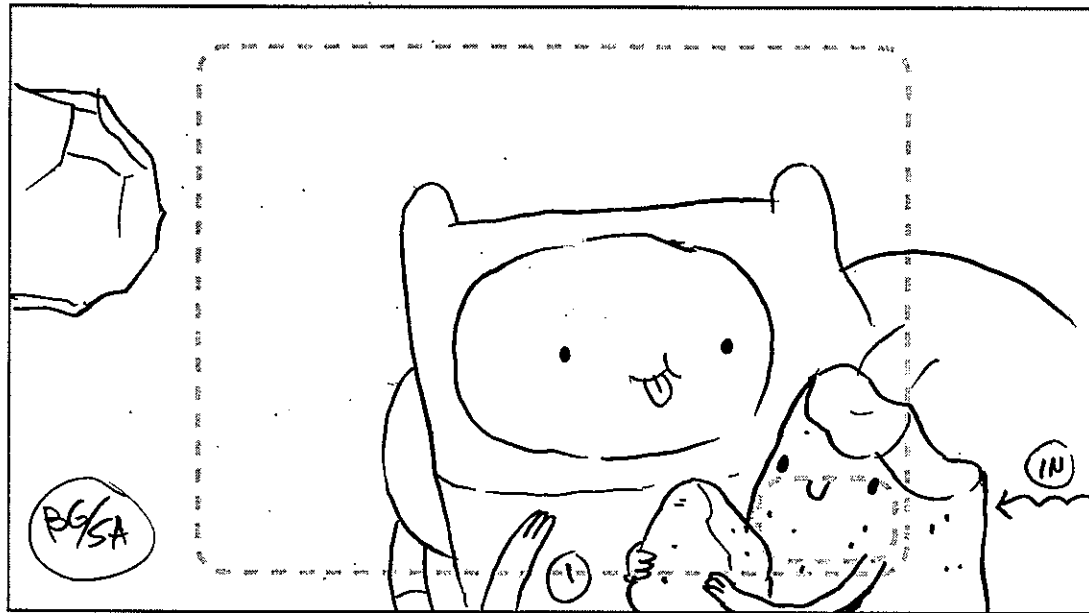
423

# ADVENTURE TIME

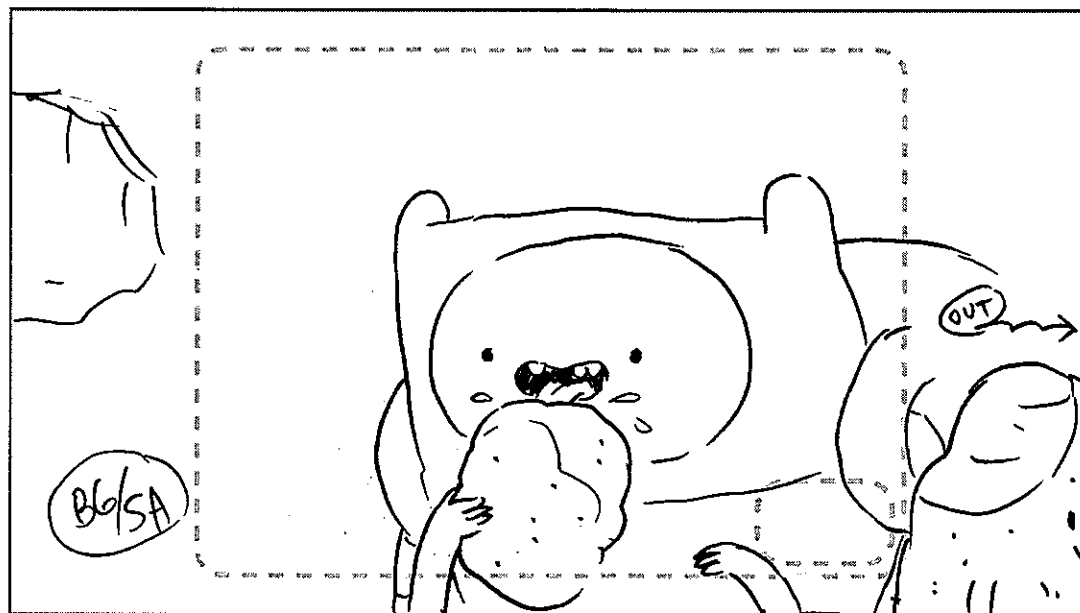


Page 184

Sc. 159 Pnl. G Bg. day night



Sc. 159 Pnl. H Bg. day night

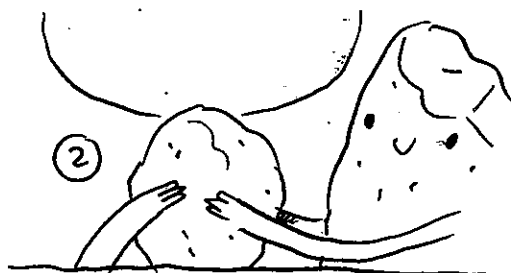


Dialog:

(F:) Bluh

Action:

Timing:



EPISODE # 100859

Production :

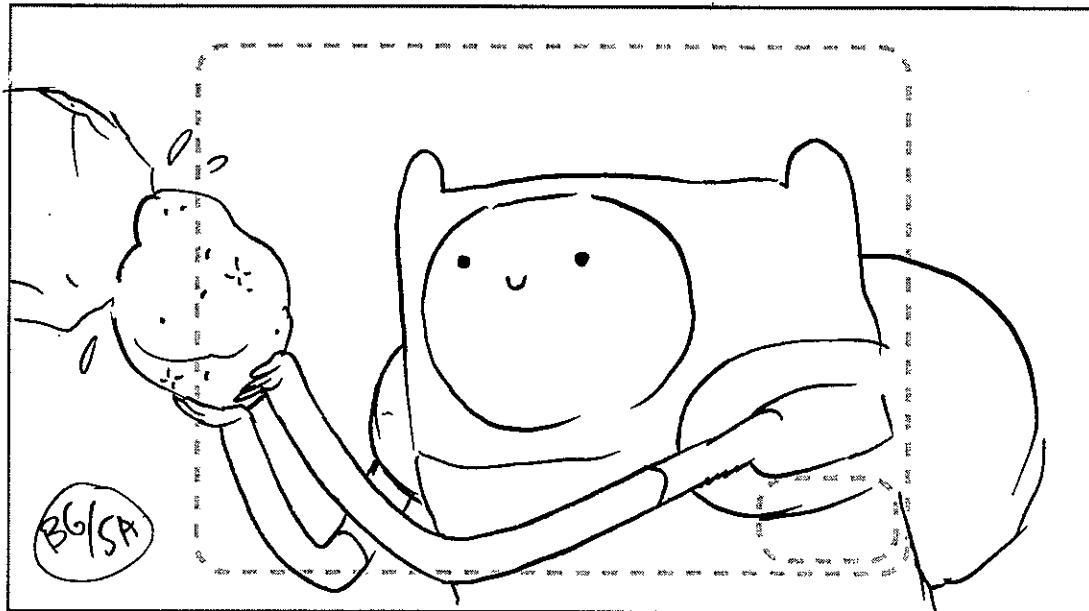
A24

# ADVENTURE TIME

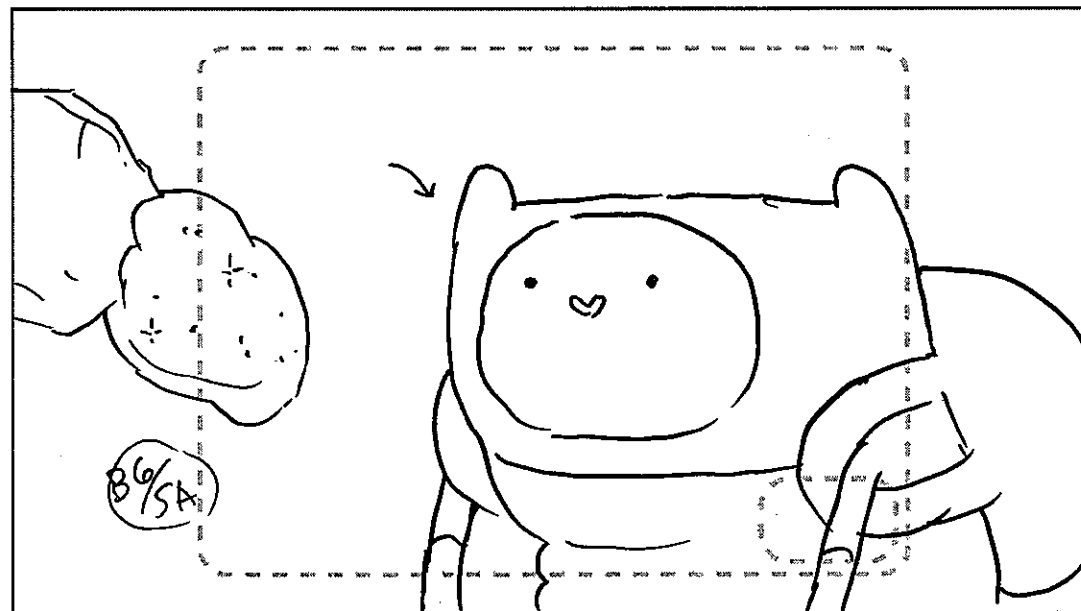


Page 185

Sc. 159 Pnl. I Bg. day night



Sc. 159 Pnl. J Bg. day night



Dialog:

SFX: \* splat \*

(F:) yeah -

Action:

Timing:

100859

EPISODE #

Production :

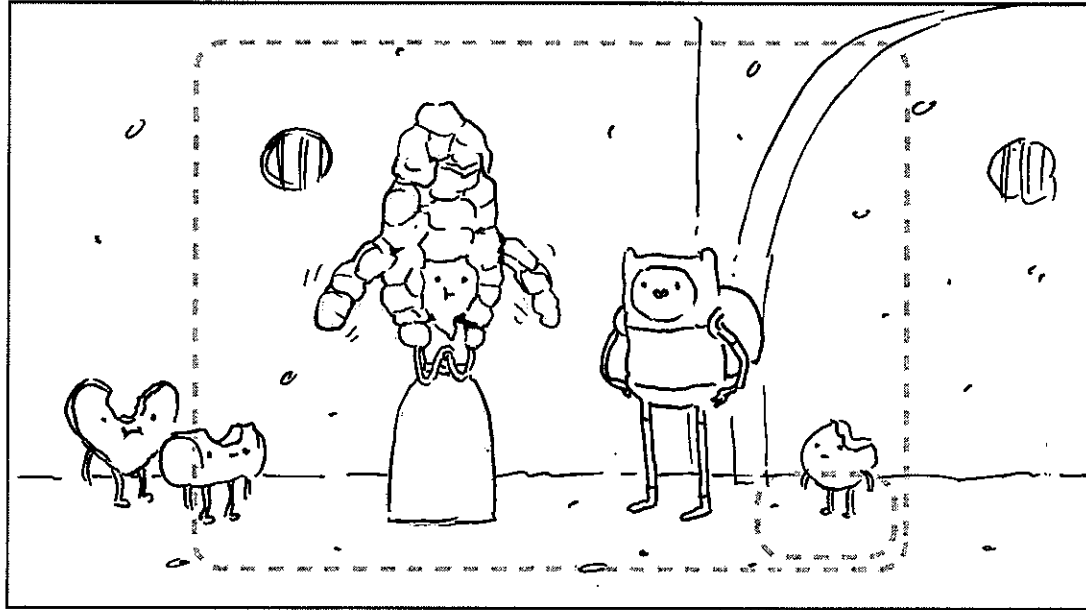
A25

# ADVENTURE TIME

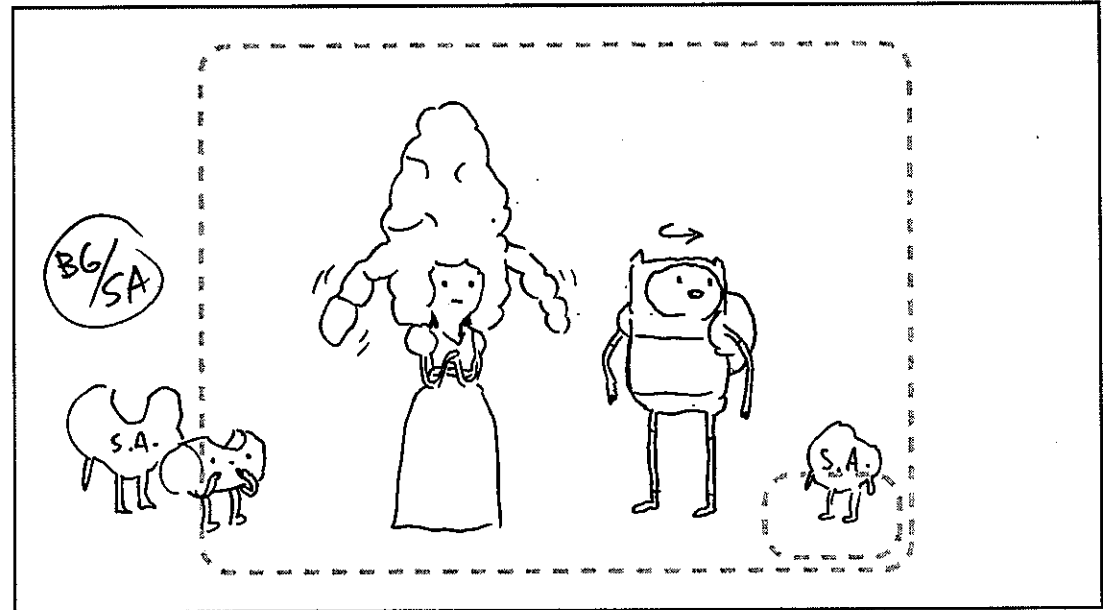


Page 184

Sc. 160 Pnl. A Bg. day night



Sc. 160 Pnl. B Bg. day night



Dialog:

(F:) - that looks about right.

Action:

Timing:

(F:) Yo! somebody get Earl down here!

EPISODE # 100859

Production :

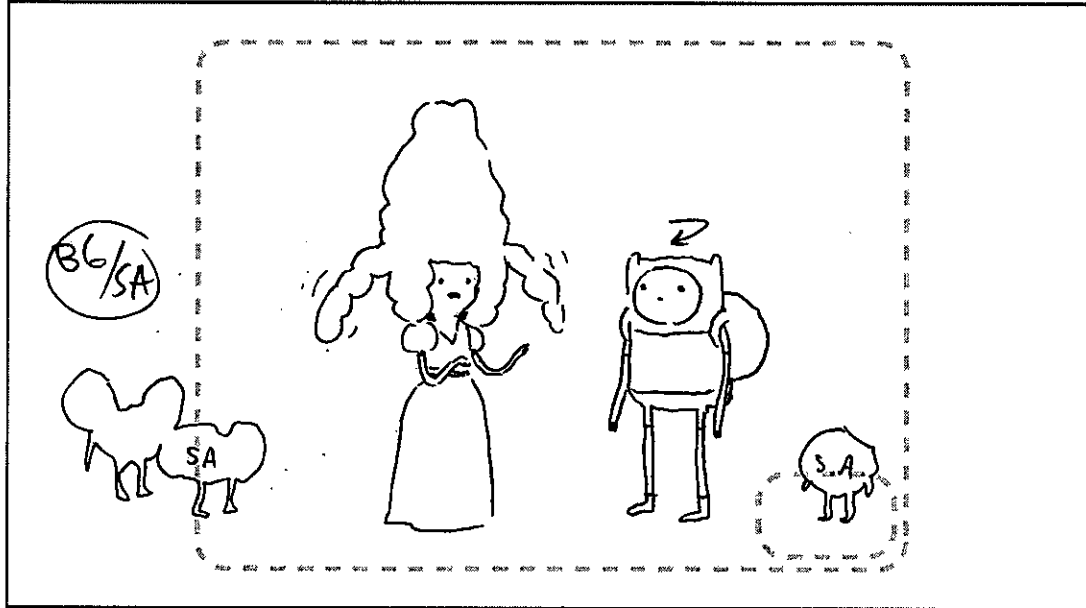
A26

# ADVENTURE TIME

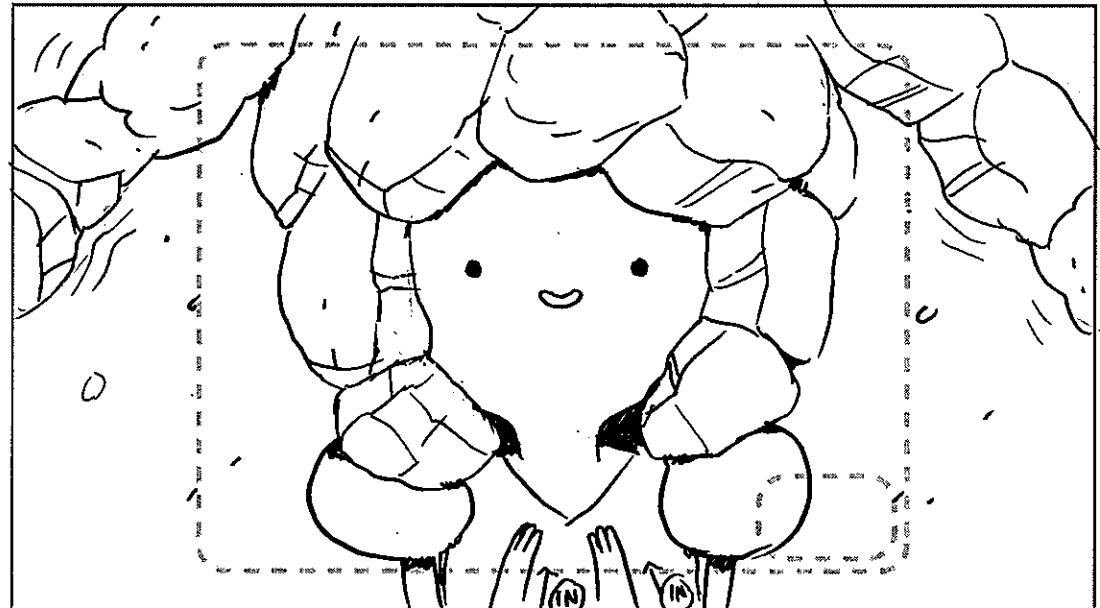


Page 187

Sc. 100 Pnl. C Bg. day night



Sc. 101 Pnl. A Bg. day night



Dialog:

(P.B.) wait Finn -

(P.B.)

there's one last thing  
we need -

Action:

Timing:

EPISODE # 100859

A27

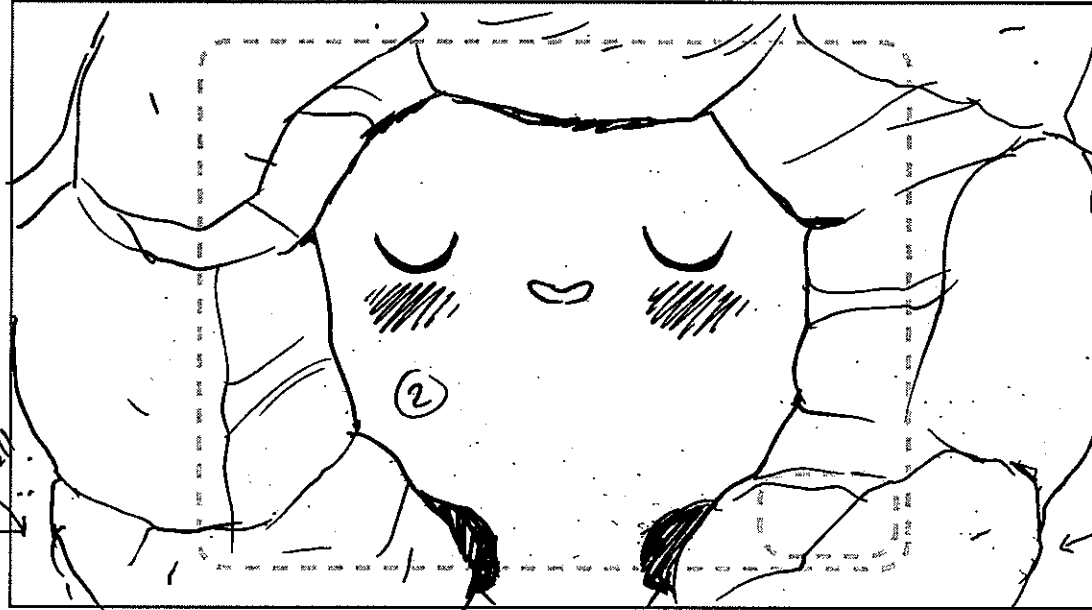
Production :

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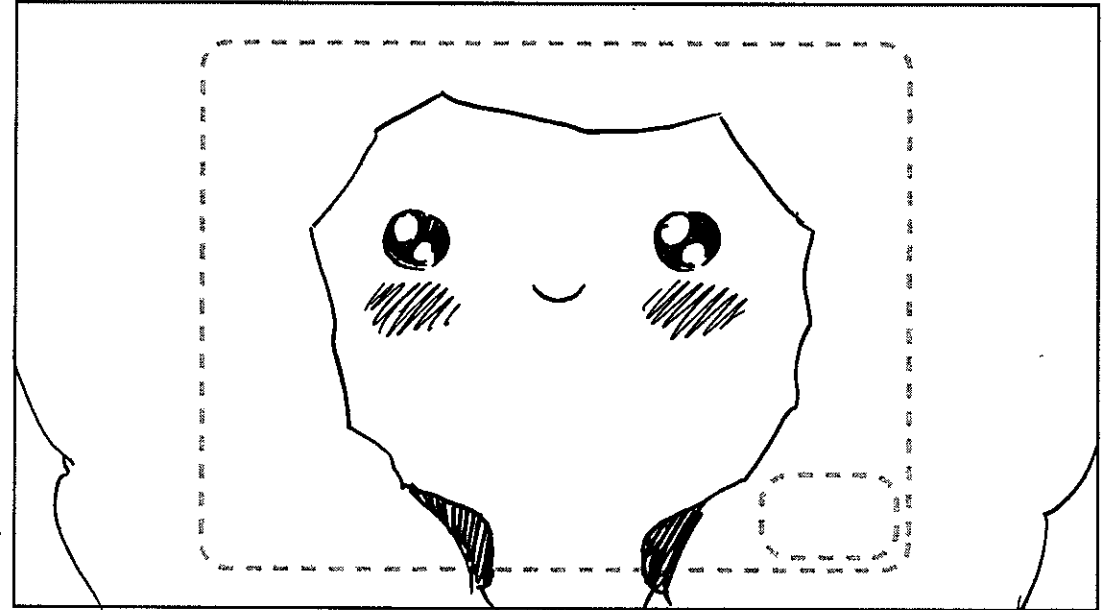
# ADVENTURE TIME



Sc. 162 Pnl. A Bg. day night



Sc. 162 Pnl. B Bg. day night

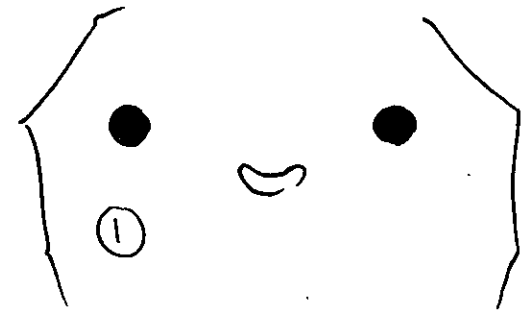


Dialog: (PB:) only the heat from a whopping love-hug can catalyze the reagifying process.

- beat -

Action:

Timing:



EPISODE # 100859

Production :

A28

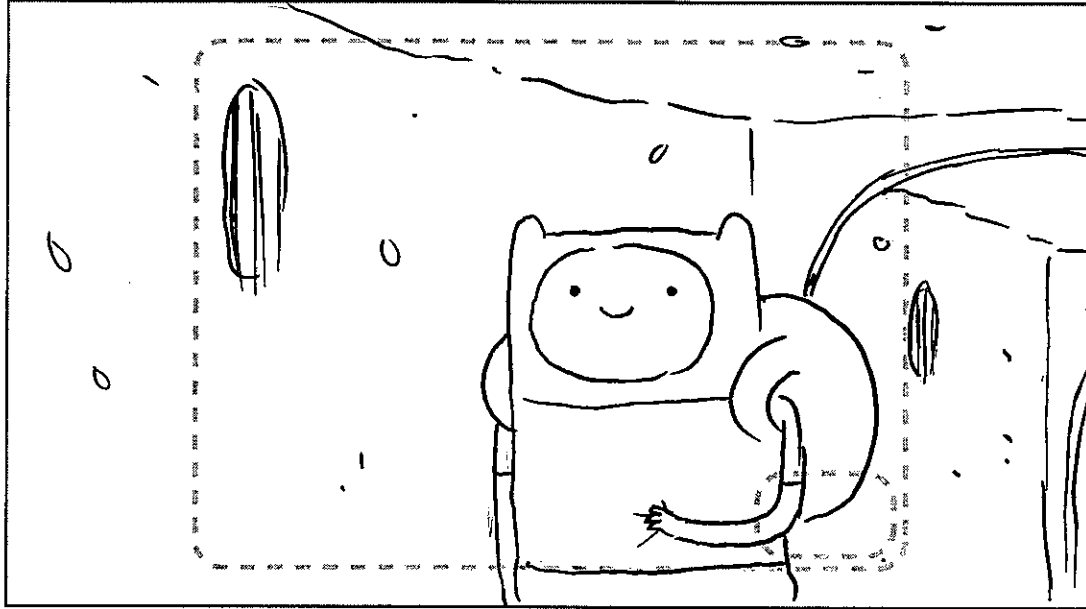


# ADVENTURE TIME

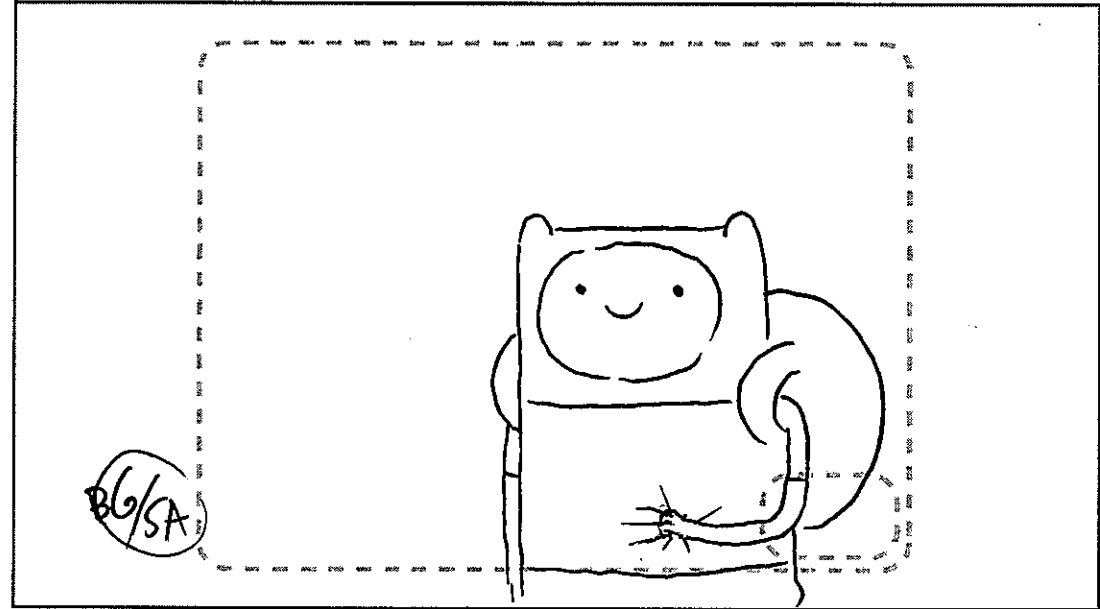


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Sc. 163 Pnl. A Bg. day night



Sc. 163 Pnl. B Bg. day night



Dialog:

SFX: \*scrunch\* ?

Action:

Finn slowly squeezes his shirt

Timing:

EPISODE # 100859

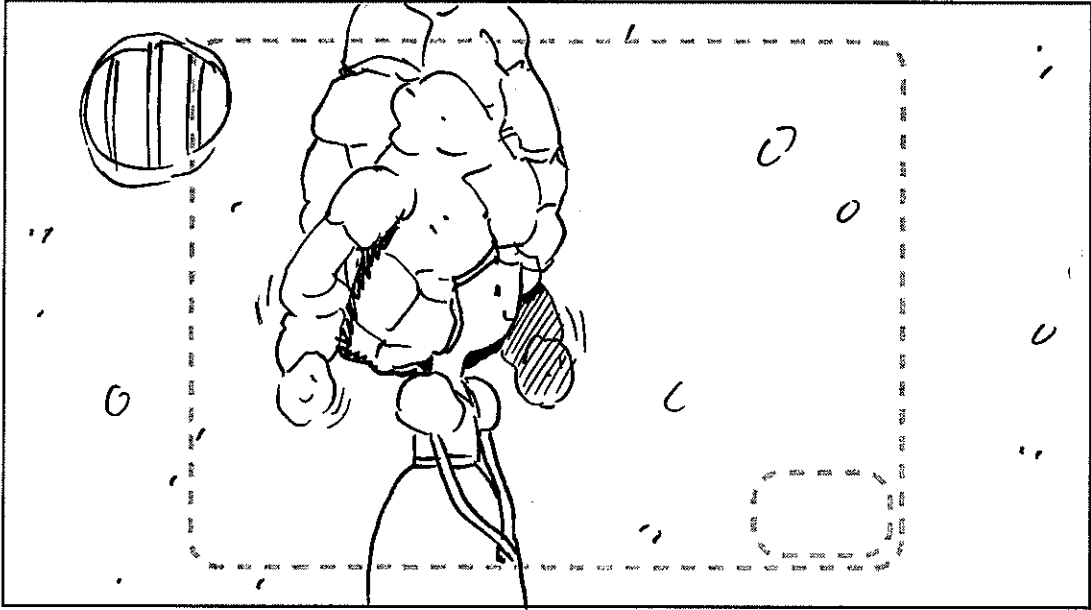
Production :

A29

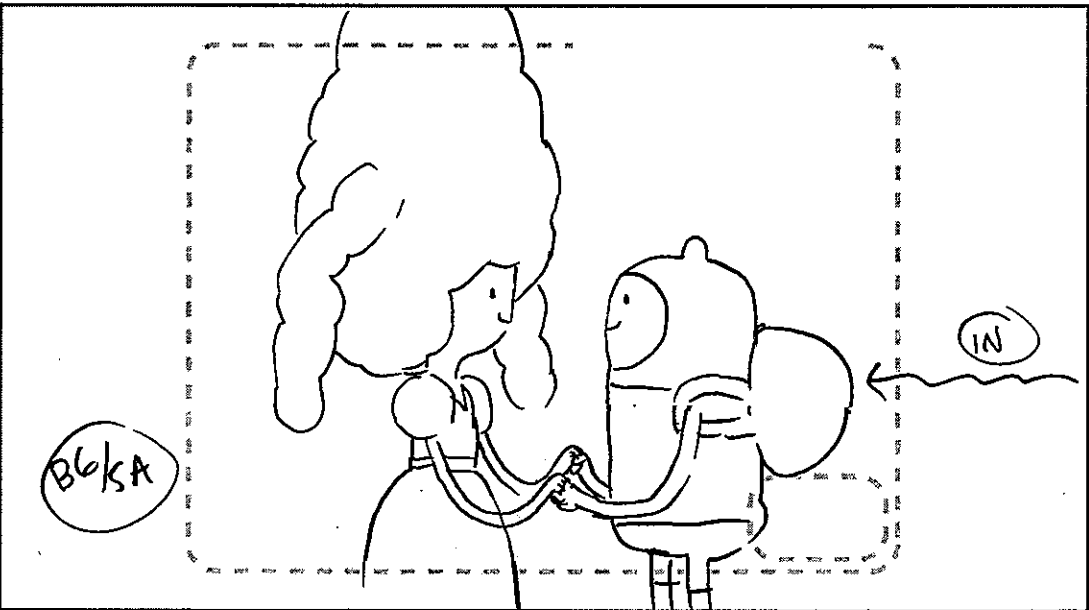
ADVENTURE TIME



Sc. 164 Pnl. A Bg. day night



Sc. 164 Pnl. B Bg. day night



Dialog:

Action:

Timing:

EPISODE # 100859

A30

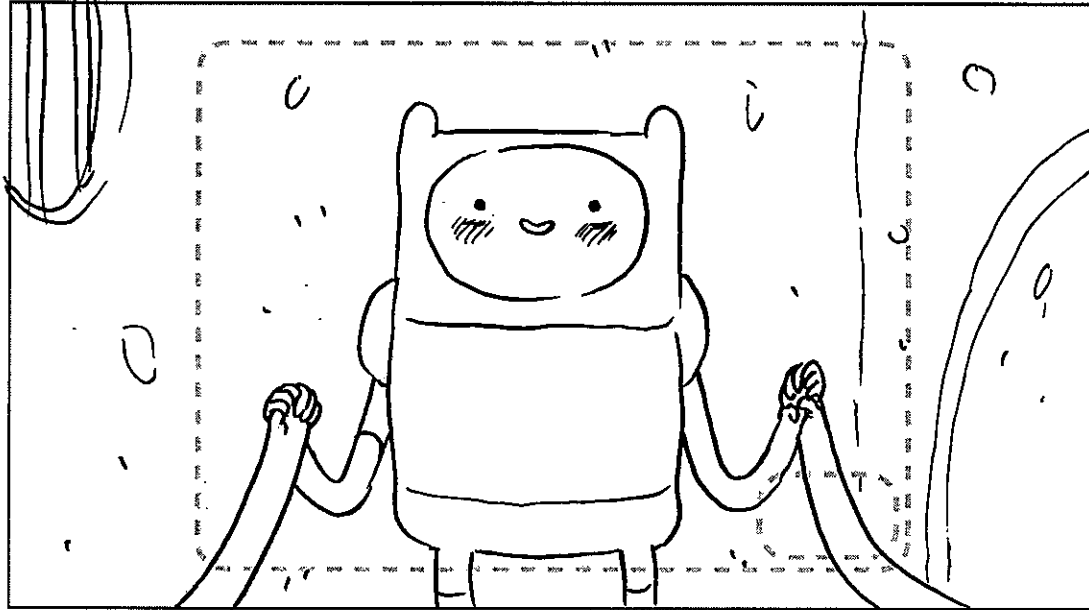
Production :

# ADVENTURE TIME

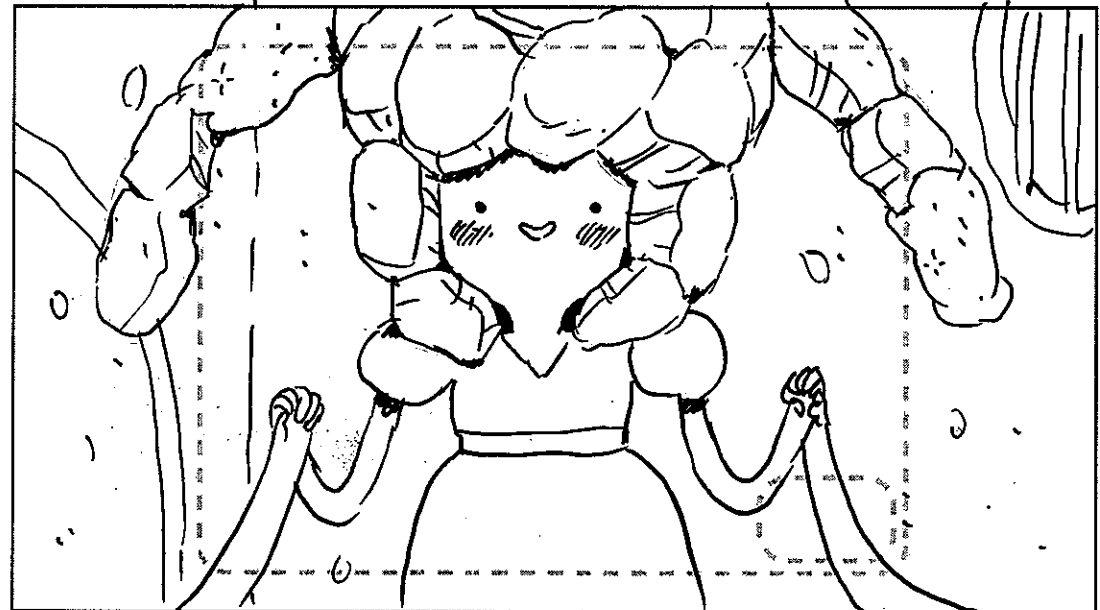


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Sc. 165 Pnl. A Bg. day night



Sc. 166 Pnl. A Bg. day night



Dialog:

(F:) Are you ready Princess?

(P.B.) Yes Finn. But...

Action:

Timing:

EPISODE # 100859

A31

Production :

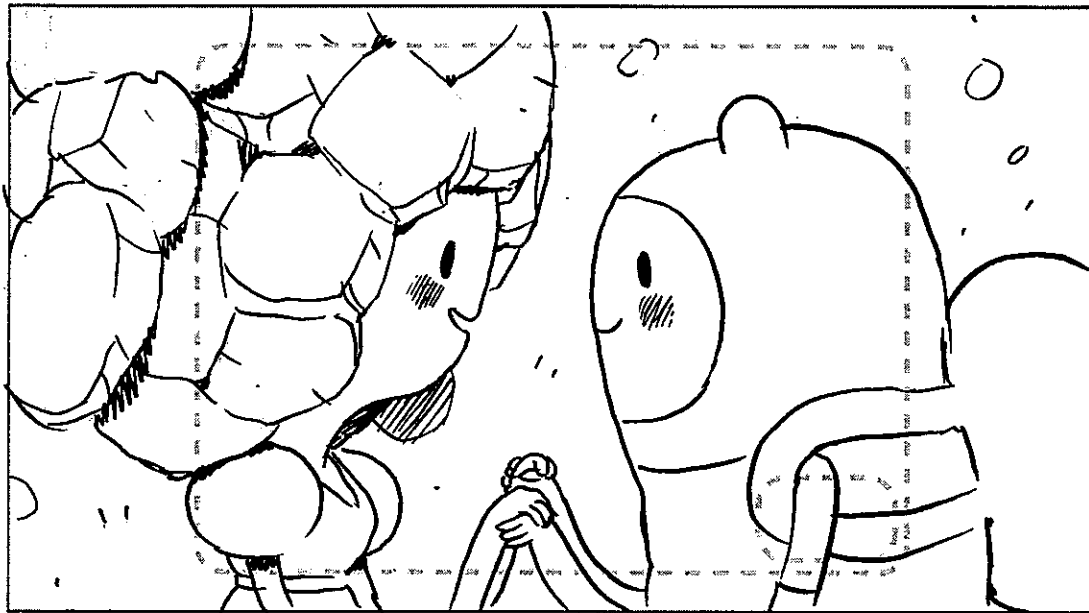
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# ADVENTURE TIME

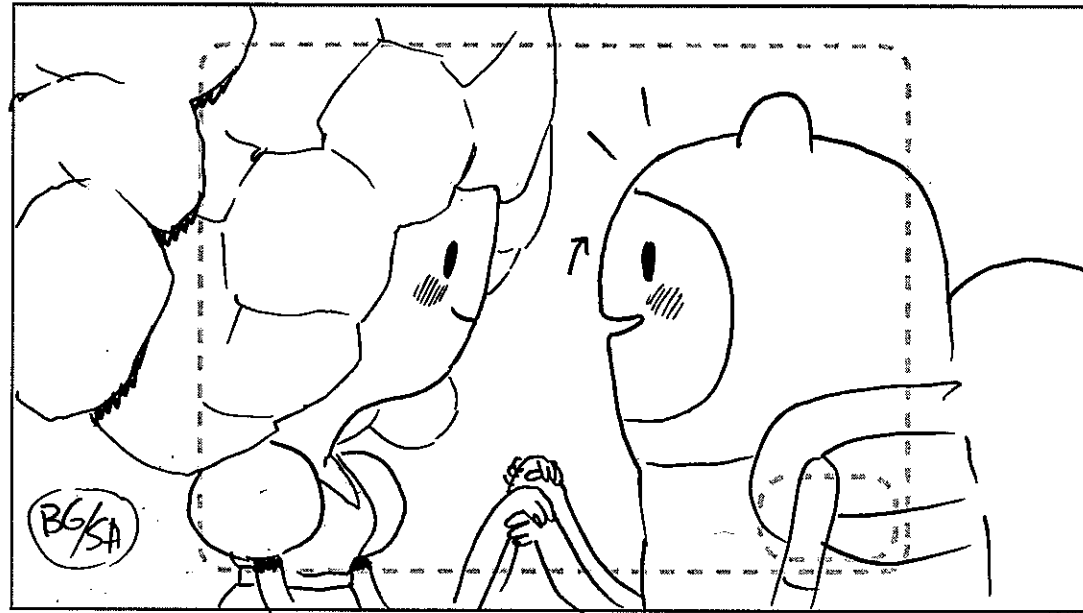


Page 198

Sc. 167 Pnl. A Bg. day night



Sc. 168 Pnl. B Bg. day night



Dialog:

(PB:) First - I just wanna say -  
how much fun I've had  
hanging out with you ...

(F:) Me too!

Action:

Timing:

EPISODE # 100359

Production :

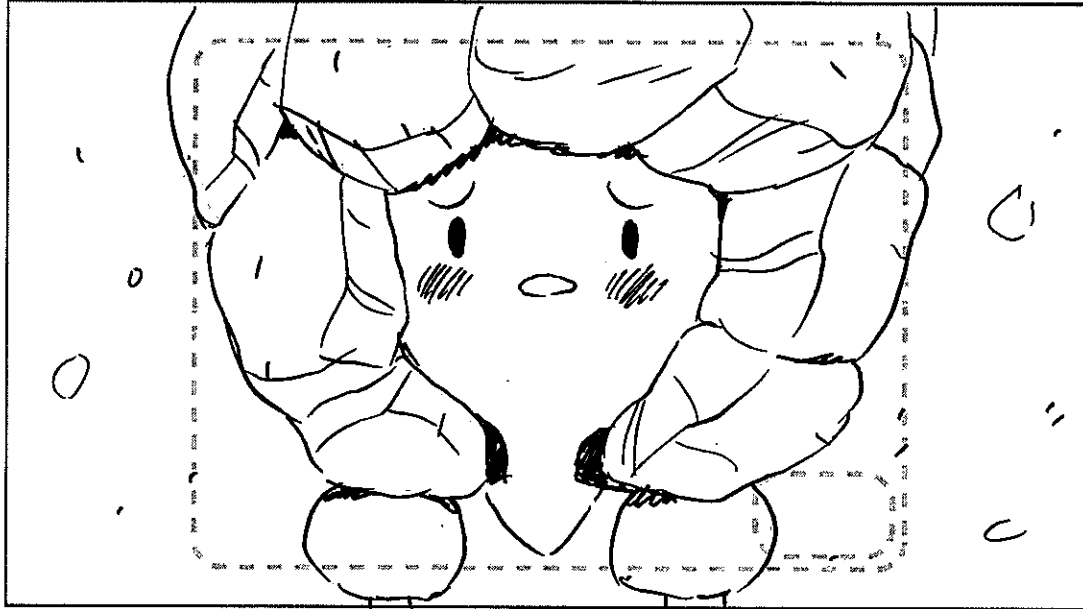
A32

# ADVENTURE TIME

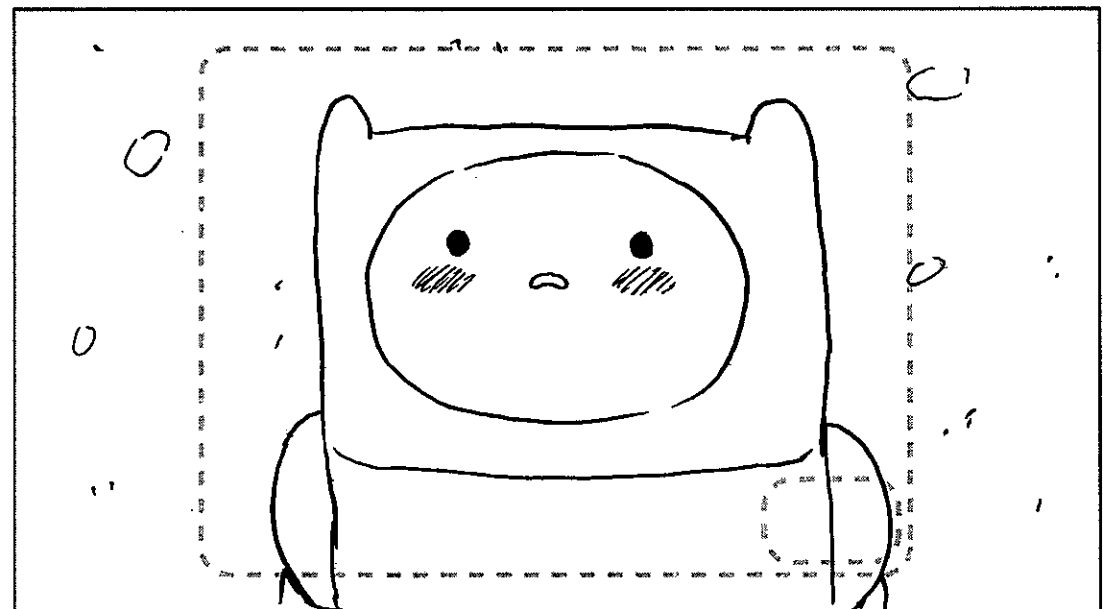


Page 193

Sc. 168 Pnl. A Bg. day night



Sc. 169 Pnl. A Bg. day night



Dialog:

(P.B.): and I... I wish I could stay...  
like this - with you - but...

(F): I... I know princess...

Action:

Timing:

EPISODE # 100859

A33

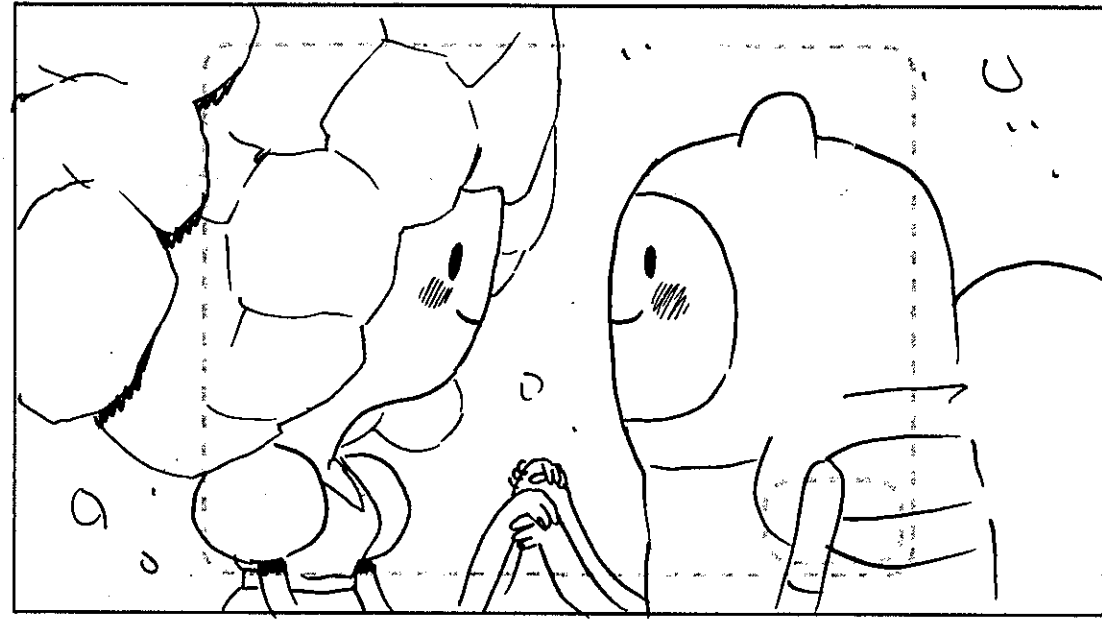
Production :

# ADVENTURE TIME

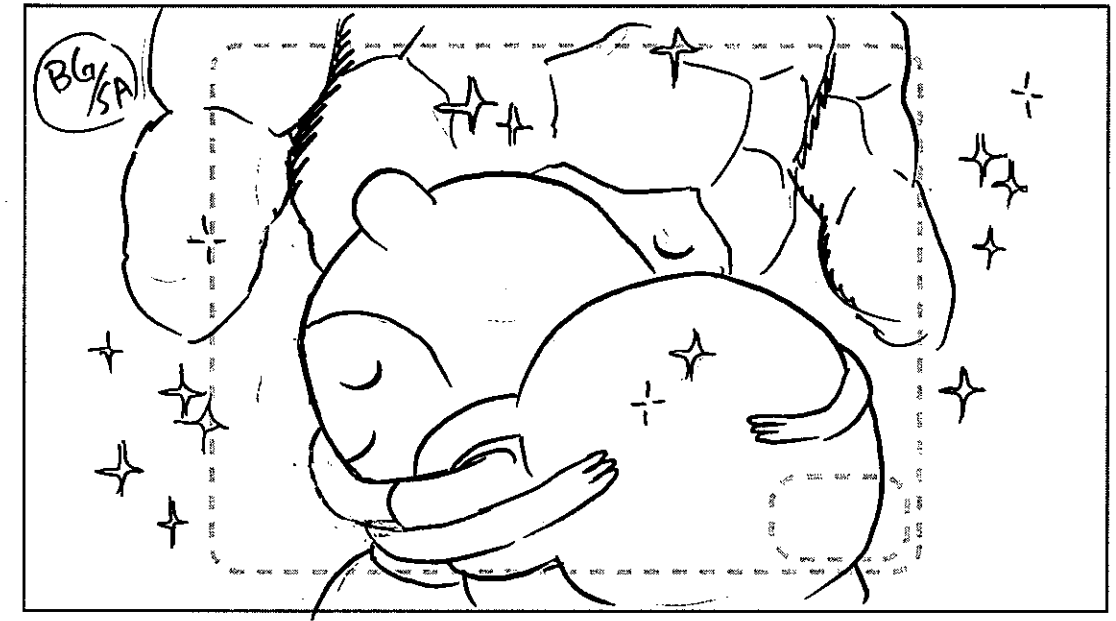


Page 194

Sc. 170 Pnl. A Bg. day night



Sc. 170 Pnl. B Bg. day night



Dialog:	
Action:	stars start forming when they hug
Timing:	

EPISODE # 100859

Production :

A34

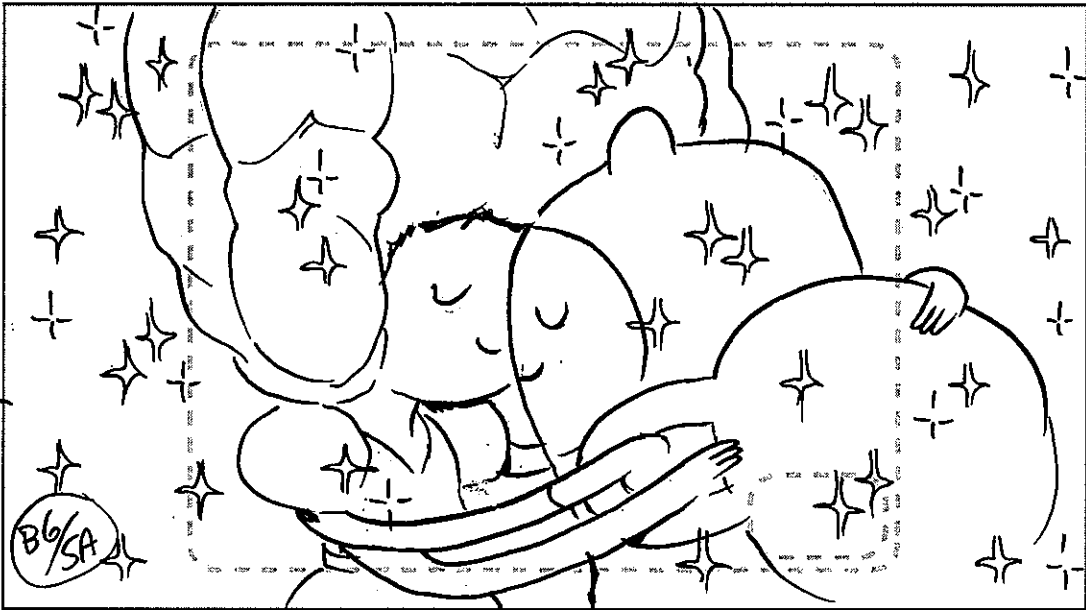
ADVENTURE TIME



Sc. 170 Pnl. C Bg. day night



Sc. 170 Pnl. D Bg. day night



Dialog:	
Action:	more stars
Timing:	same amount of stars

EPISODE # 100859

Production :

A35

# ADVENTURE TIME

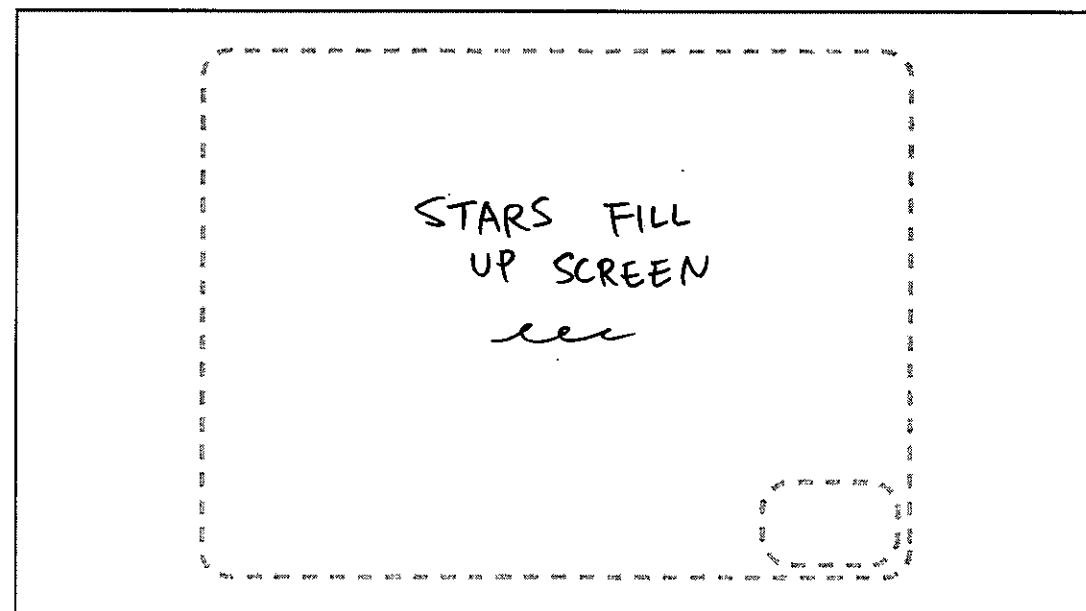


Page 196

Sc. 170 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

when they kiss, more stars  
come and fill up the screen

Timing:

EPISODE # 100859

Production :

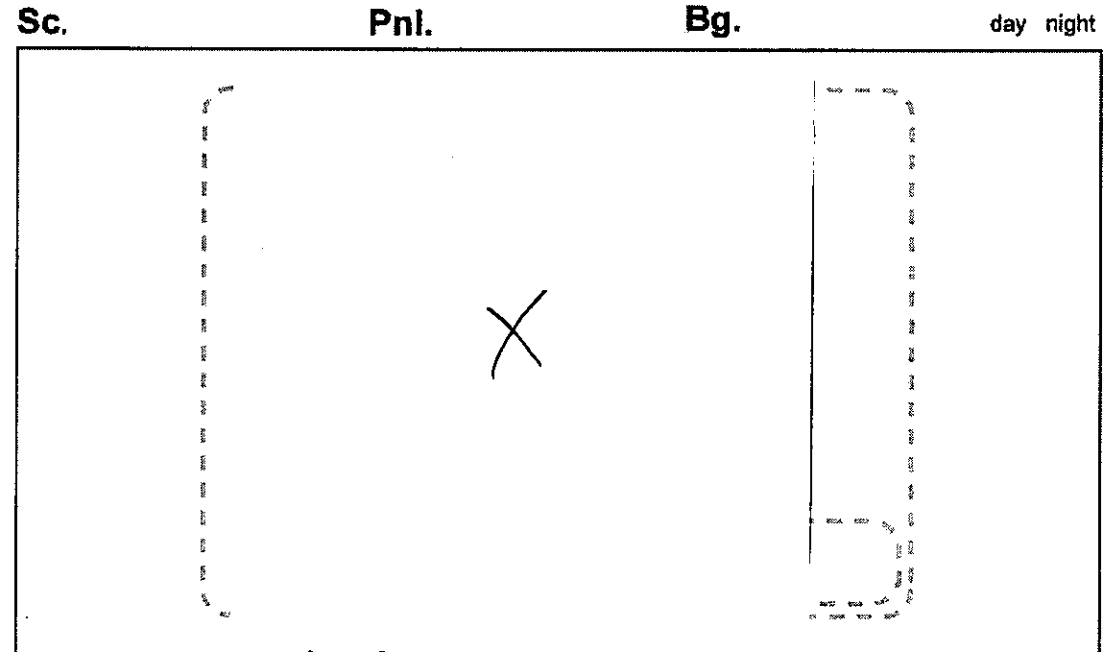
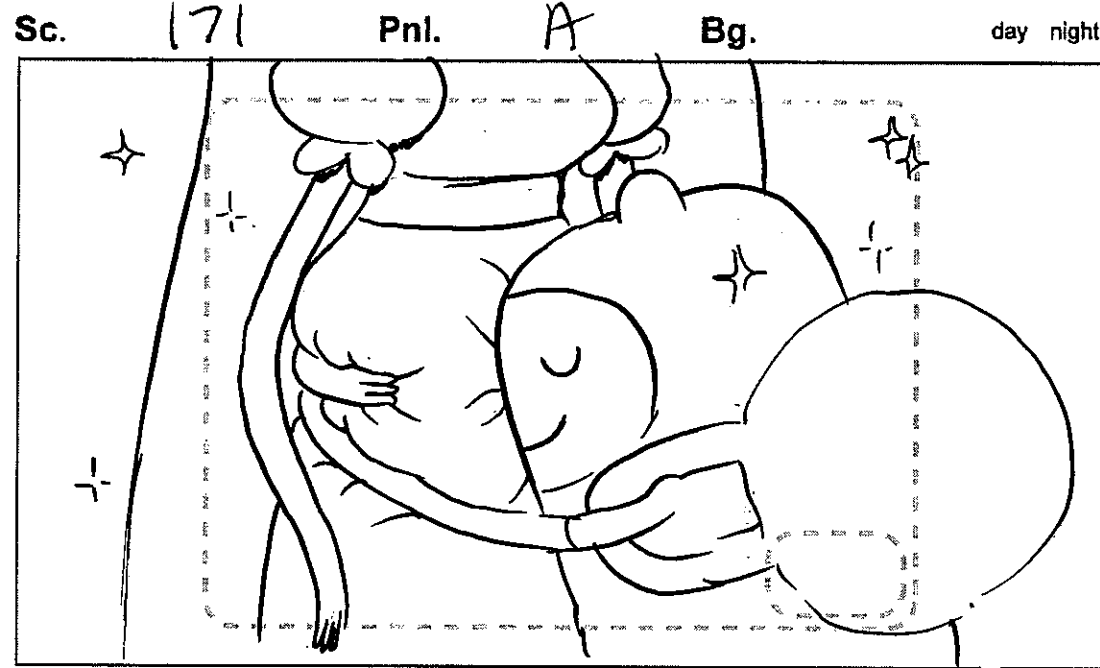
436



# ADVENTURE TIME



Page 197



Dialog:

Action:

stars fade away

Timing:

EPISODE # **100859**

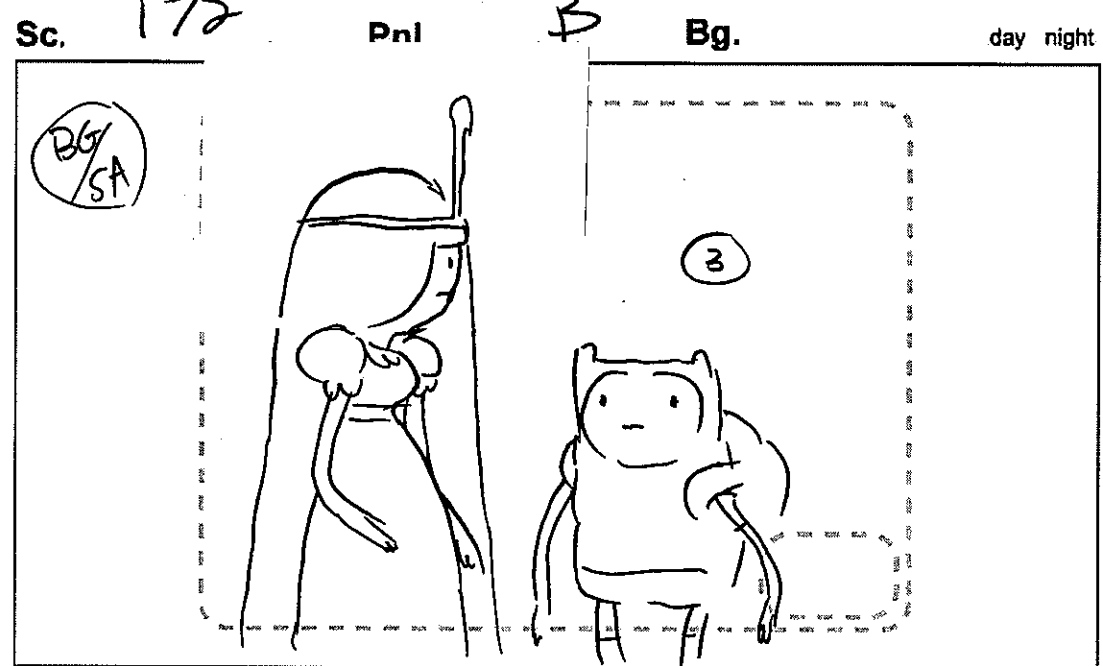
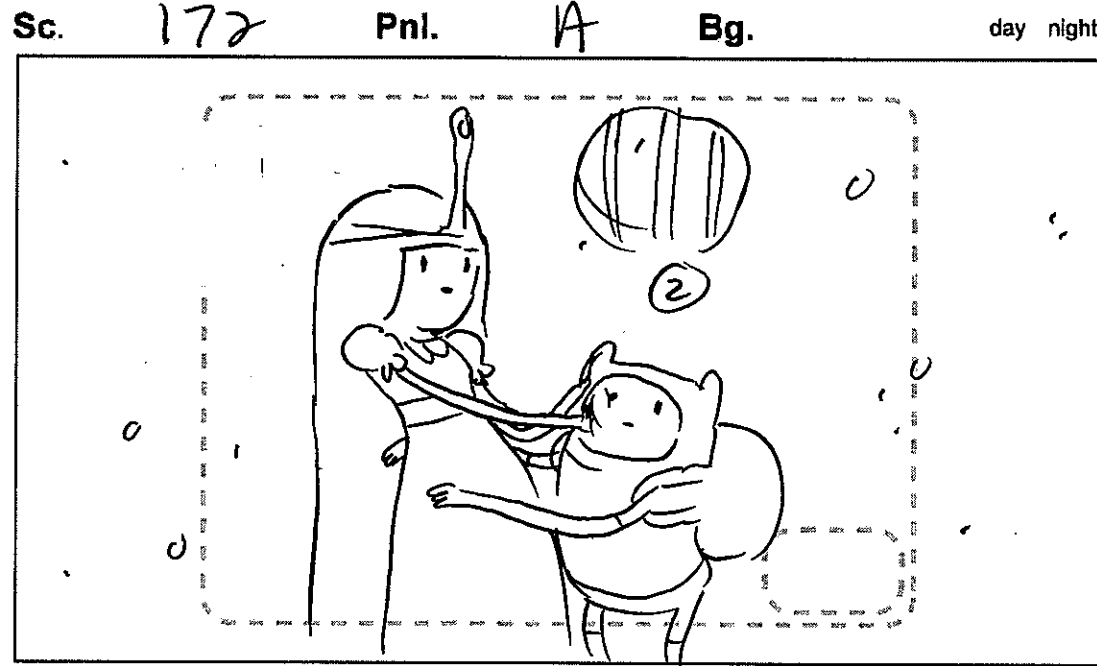
Production :

ASJ

# ADVENTURE TIME



Page 198



<p>Dialog: <u>P.B.: 'scuse me Finn -</u></p>		
<p>Action: <u>P.B. pushes Finn off of her.</u></p>		
<p>Timing:</p>		

EPISODE # 100859

A 38

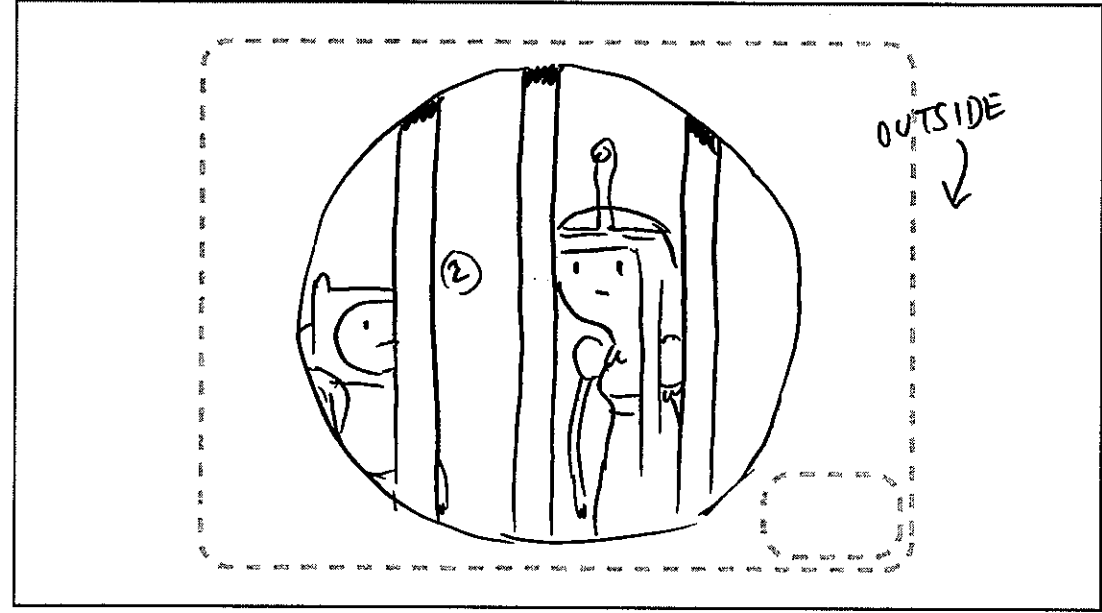
Production :

ADVENTURE TIME

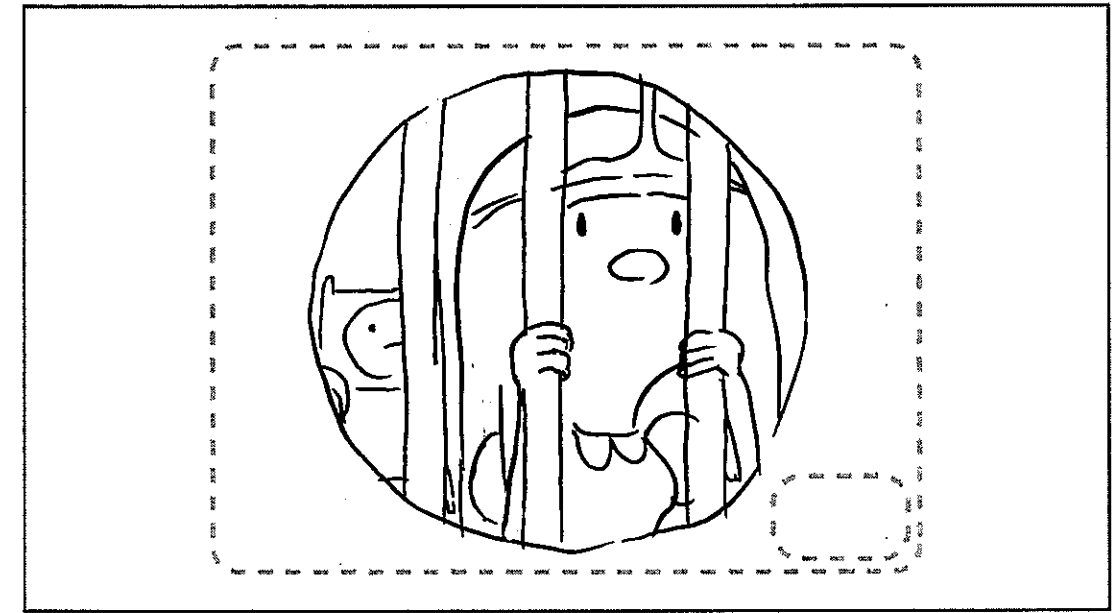


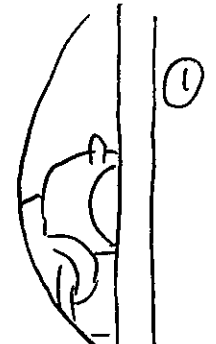
Page 199

Sc. 173 Pnl. A Bg. day night



Sc. 173 Pnl. B Bg. day night



Dialog:	
(P.B.) YO EARL !!	
Action:	
Timing:	

EPISODE # 100359

Production :

A39

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# ADVENTURE TIME



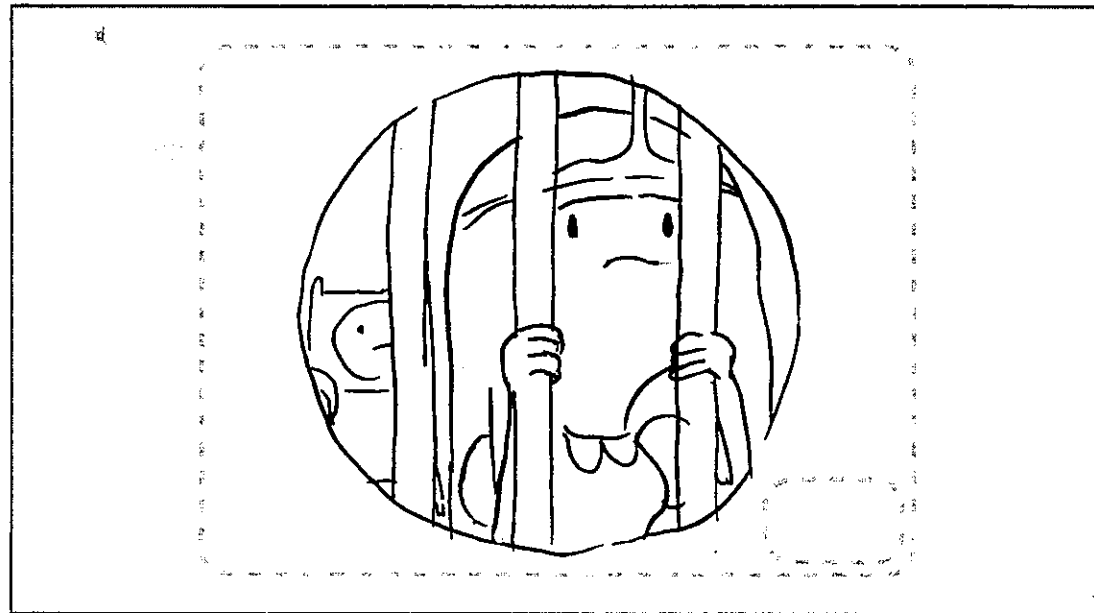
Page 200

Sc. 173

Pnl. C

Bg.

day night

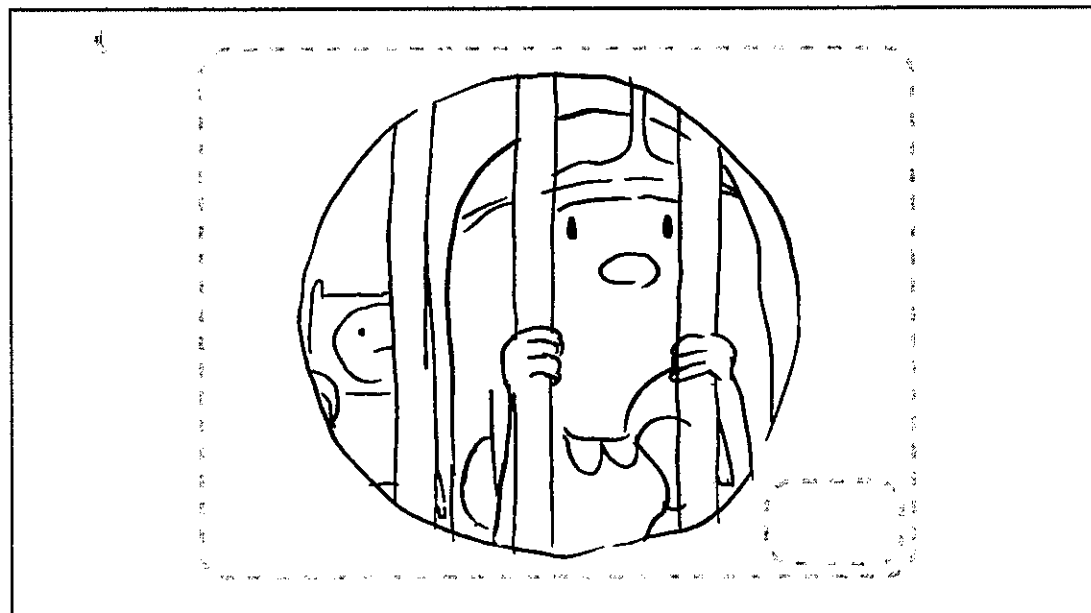


Sc. 173

Pnl. D

Bg.

day night



Dialog:

EARL O.S. *Whaat!?*

PB: *You're fired! Ya Butt!  
Pack yer junk!*

Action:

Timing:

EPISODE # 100859

Production #

A46

Production :

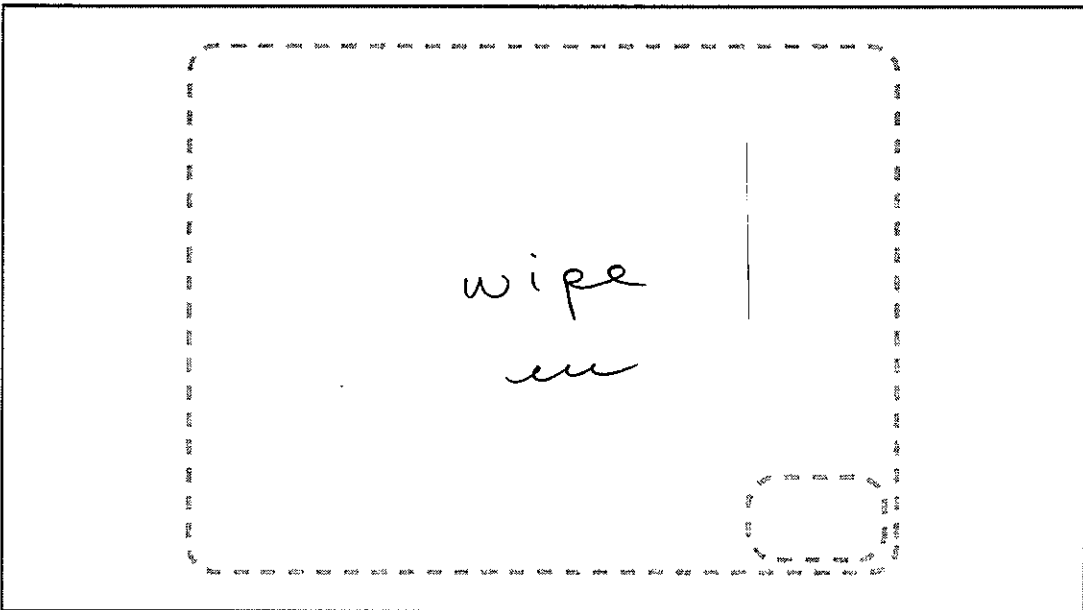
ADVENTURE TIME



Sc. 173 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:

EARL (O.S.): eht... EHNNNNNNNN!!

Action:

Timing:

EPISODE # 100859

A47

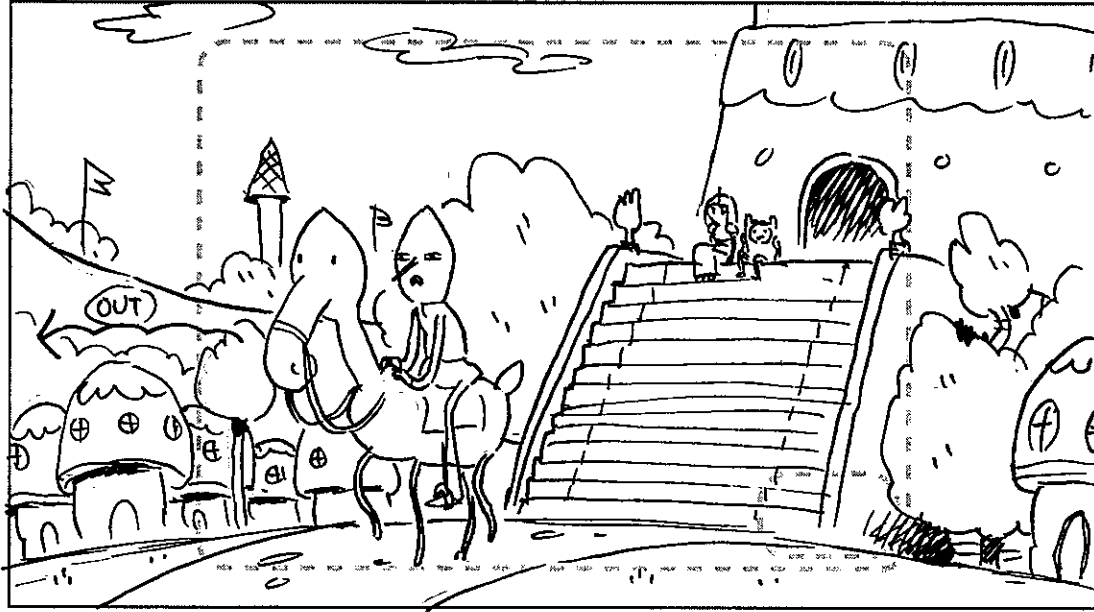
Production :

# ADVENTURE TIME

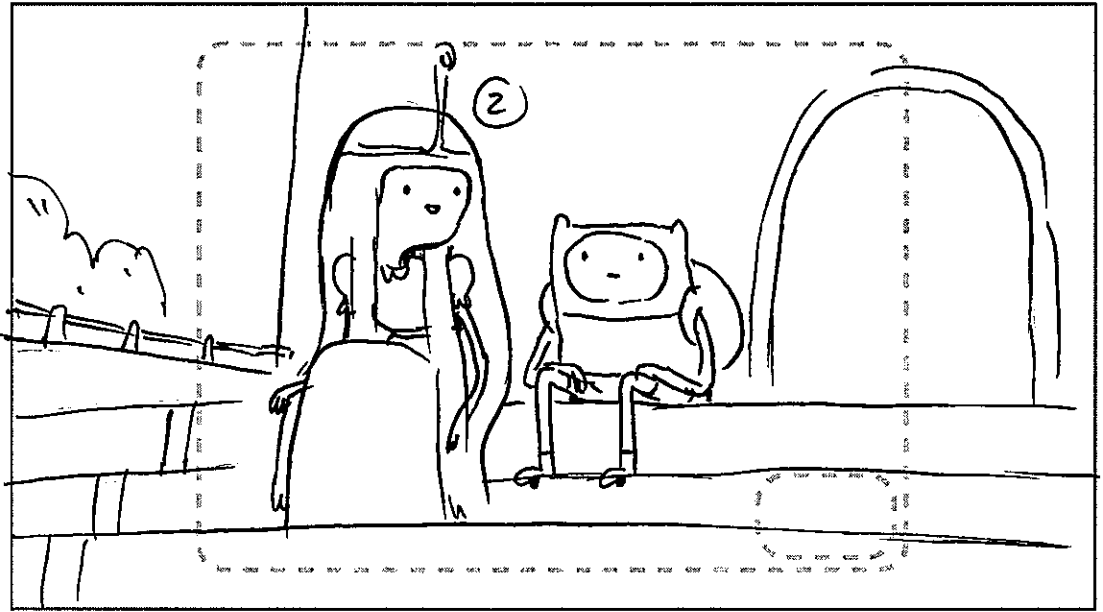


Page 208

Sc. 174 Pnl. A Bg. day night



Sc. 175 Pnl. A Bg. day night



Dialog:

(EARL):

EHNNNNNNNNNN

(P.B.):

I'm so glad everything's back to normal.

Action:

Earl rides off screen

Timing:



100859  
EPISODE #

Production :

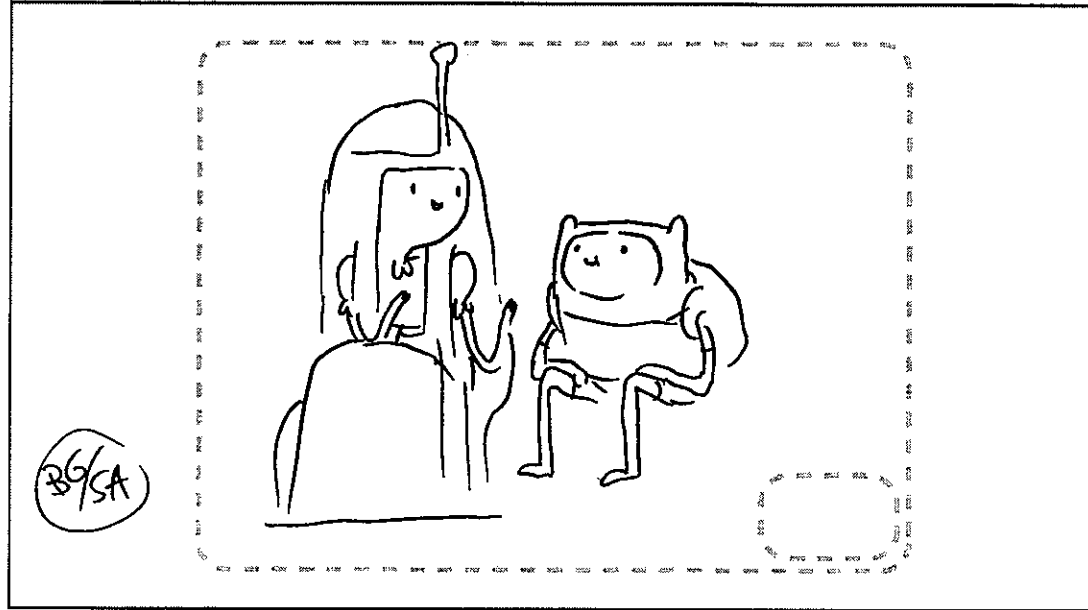
A48  
42

# ADVENTURE TIME

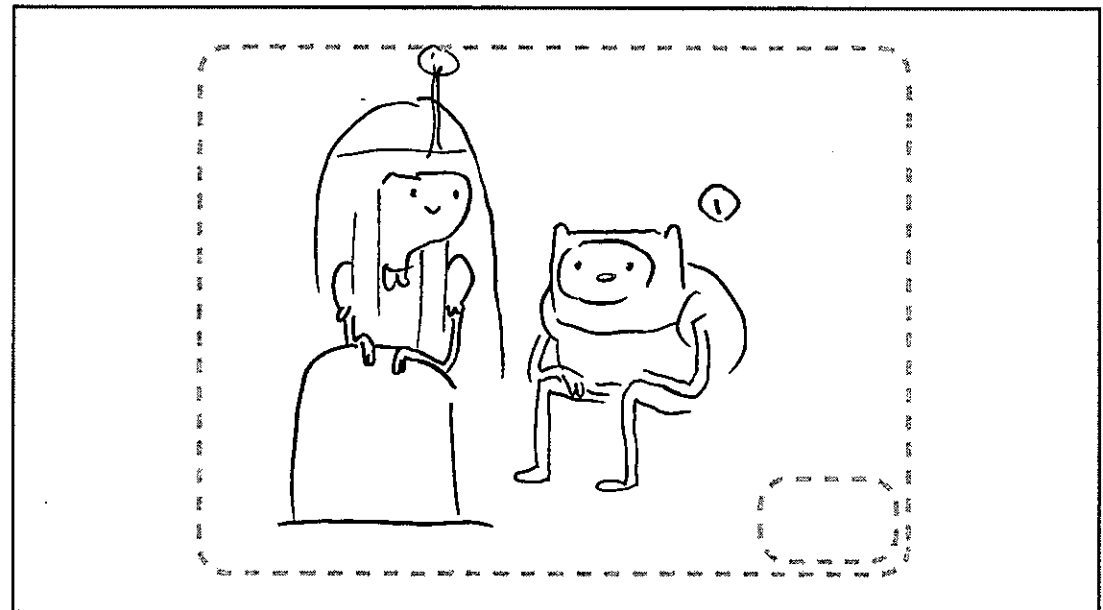


Page 203

Sc. 175 Pnl. B Bg. day night



Sc. 175 Pnl. C Bg. day night



Dialog:	(P.B.): Thanks for all your help Finn-	(F:)	① Oh - you're welcome-
Action:			
Timing:			



EPISODE # 100859

Production :

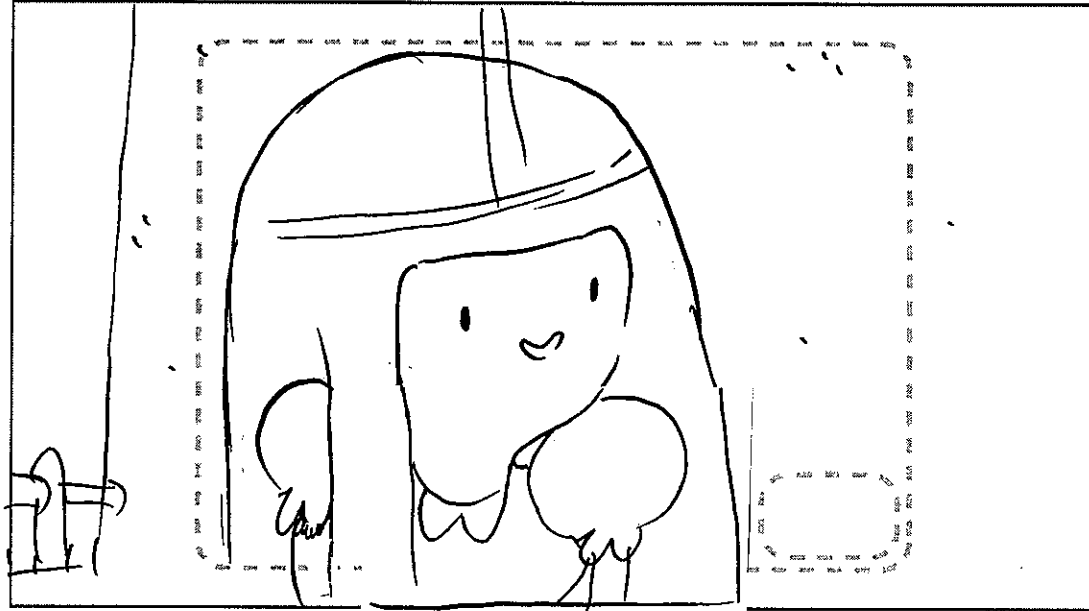
A49

# ADVENTURE TIME

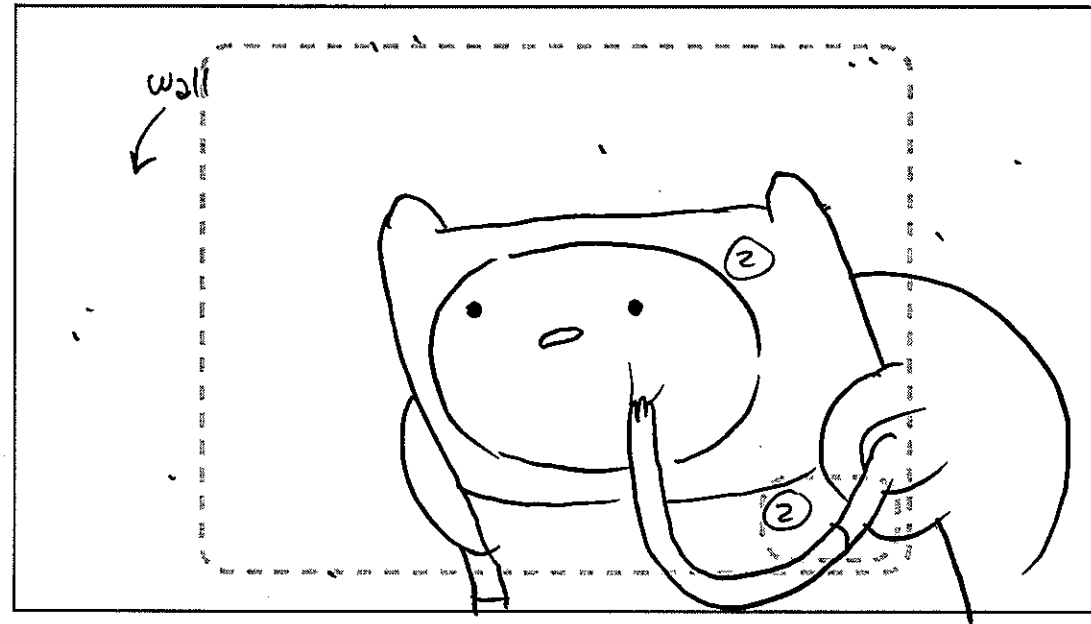


Page 204

Sc. 176 Pnl. A Bg. day night



Sc. 177 Pnl. A Bg. day night



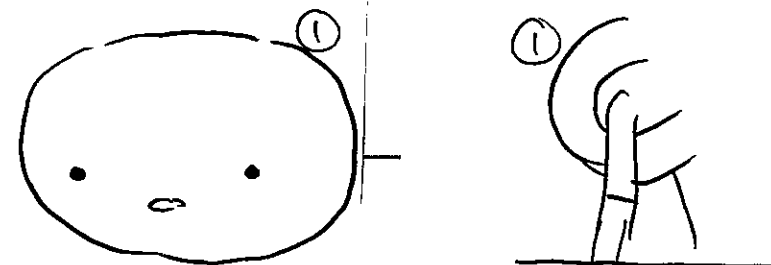
Dialog:

(P.B.) What is it Finn?

(F:) (1:) Well  
(2:) do you ... uh

Action:

Timing:



EPISODE # 100859

Production :

Also

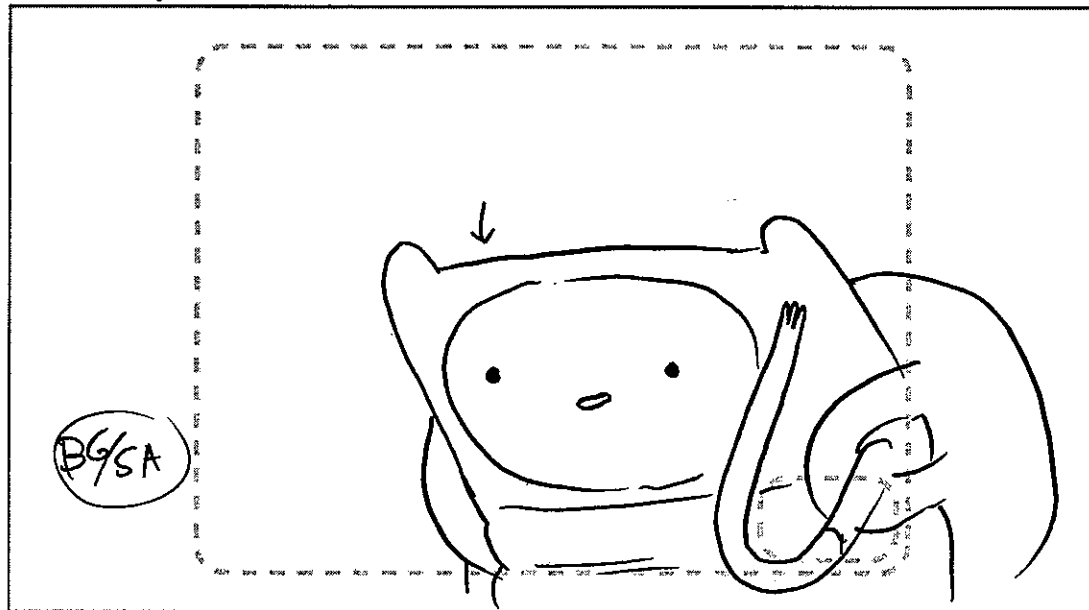


# ADVENTURE TIME

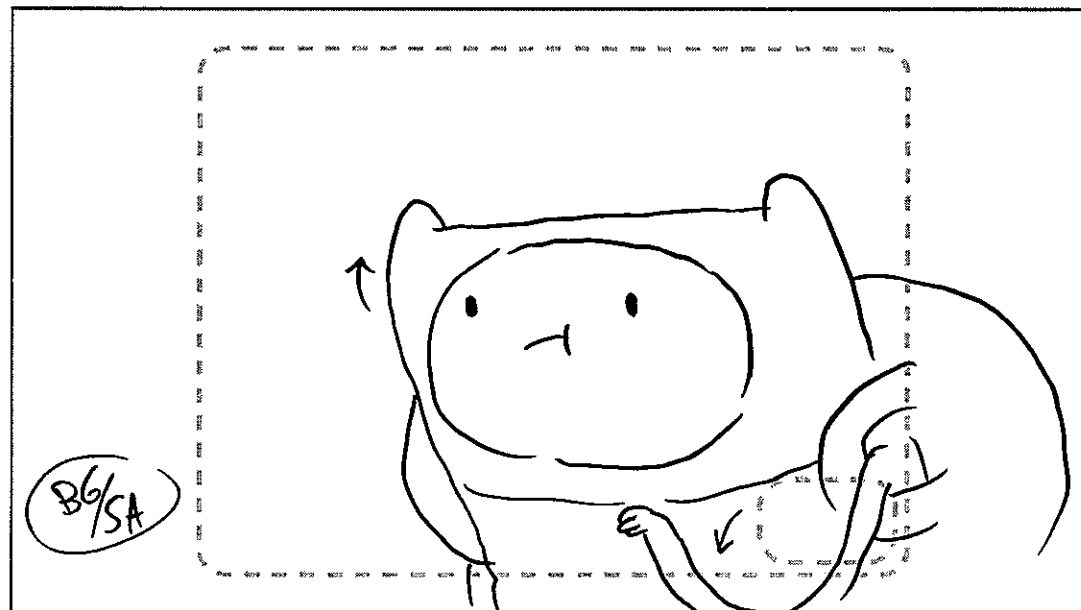


Page 205

Sc. 177 Pnl. B Bg. day night



Sc. 177 Pnl. C Bg. day night



Dialog:

F: do you wanna hug some more?

Action:

Timing:

EPISODE #

100859

ASI

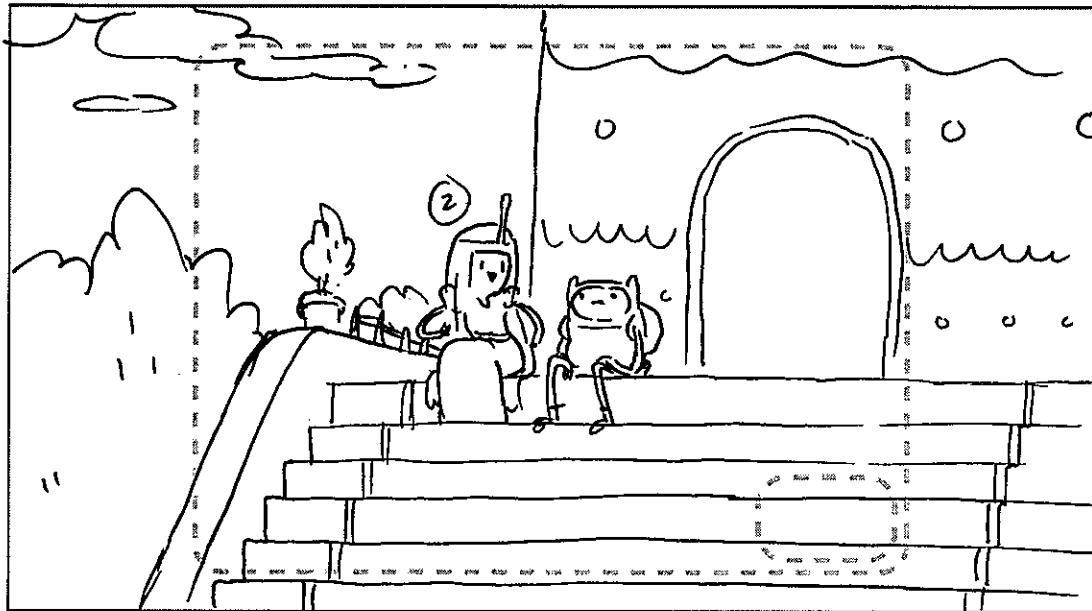
Production :

# ADVENTURE TIME

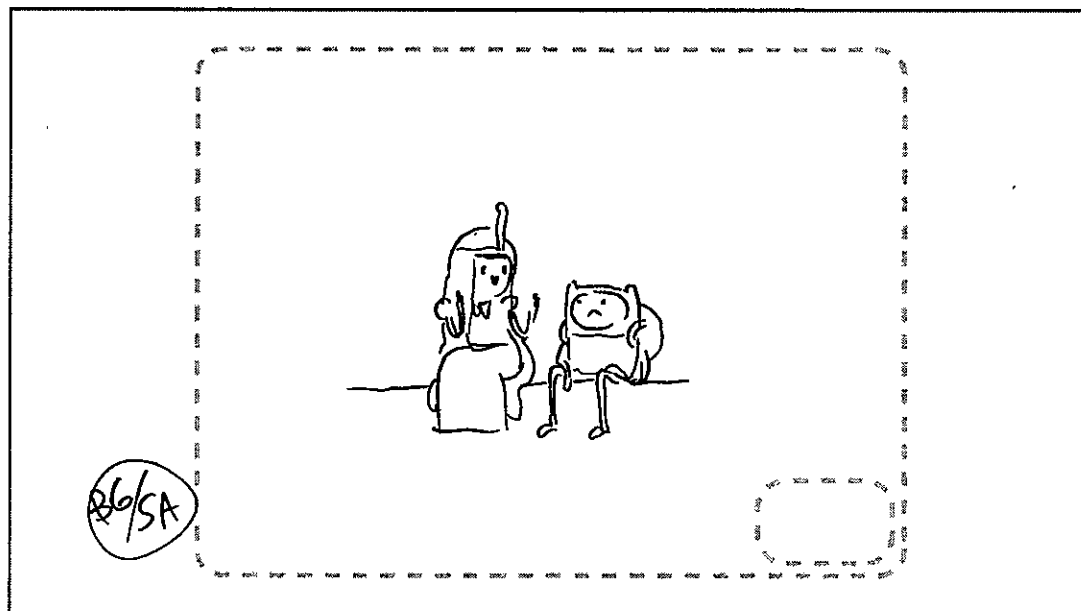


Page 206

Sc. 178 Pnl. A Bg. day night



Sc. 178 Pnl. B Bg. day night



Dialog:

(PB:) What? Finn you silly -

(PB:) that was like, five years ago!

Action:



Timing:

EPISODE # 100859

AS2

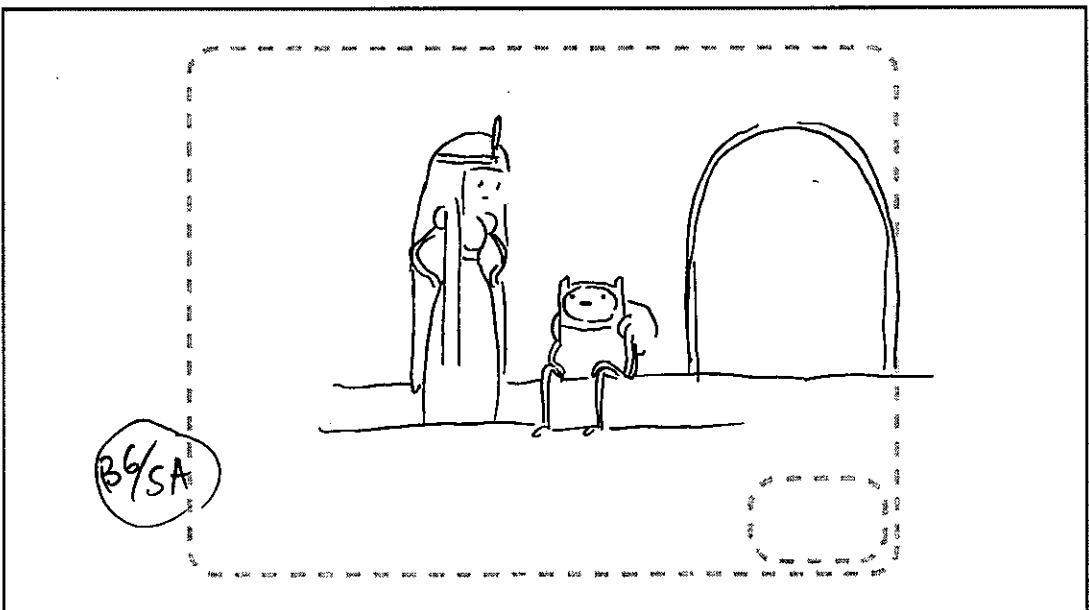
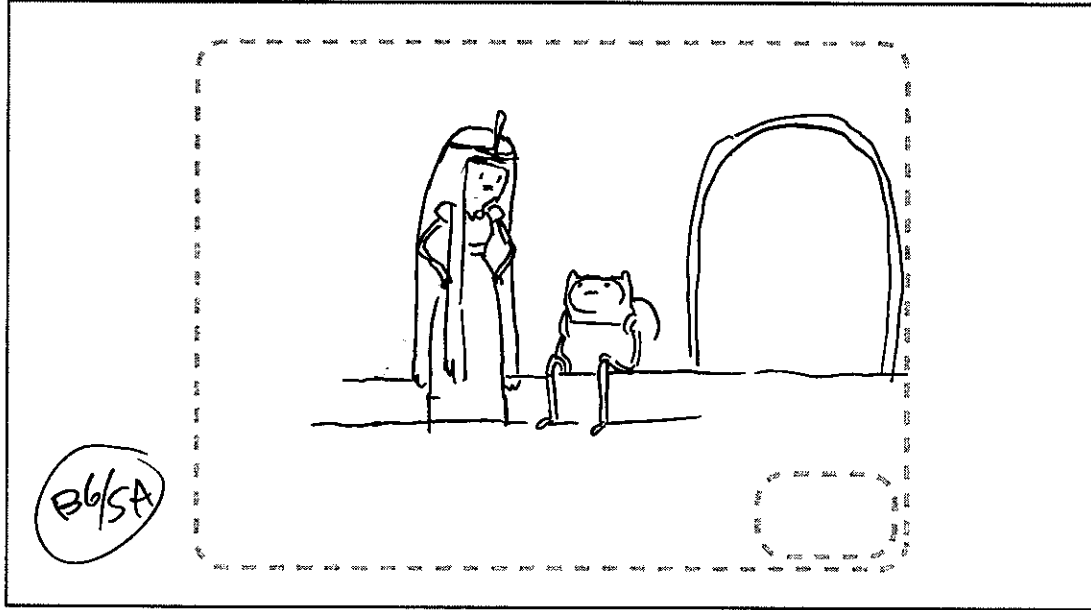
Production :

ADVENTURE TIME



Sc. 178 Pnl. C Bg. day night

Sc. 178 Pnl. D Bg. day night



Dialog:	(PB:) You really gotta move on.	(FINN:) Oh yeah. Yeah. Sorry.
Action:		
Timing:		

EPISODE # 100859

A53

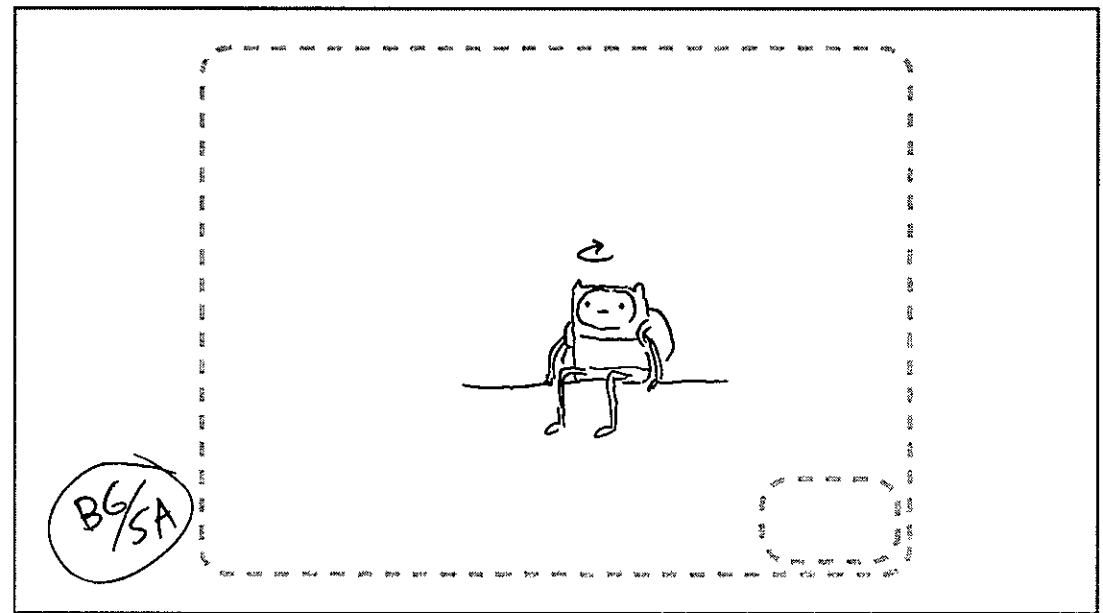
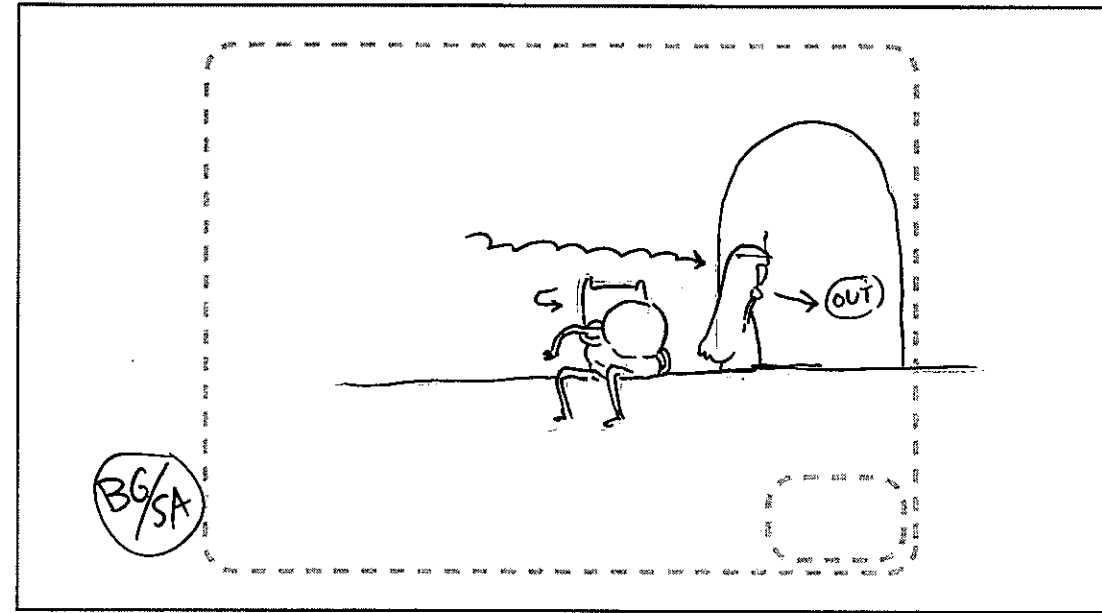
Production :

ADVENTURE TIME



Sc. 178 Pnl. E Bg. day night

Sc. 178 Pnl. F Bg. day night



Dialog:	(P.B.) (muttering) such a silly boy .
Action:	
Timing:	

EPISODE # 100859

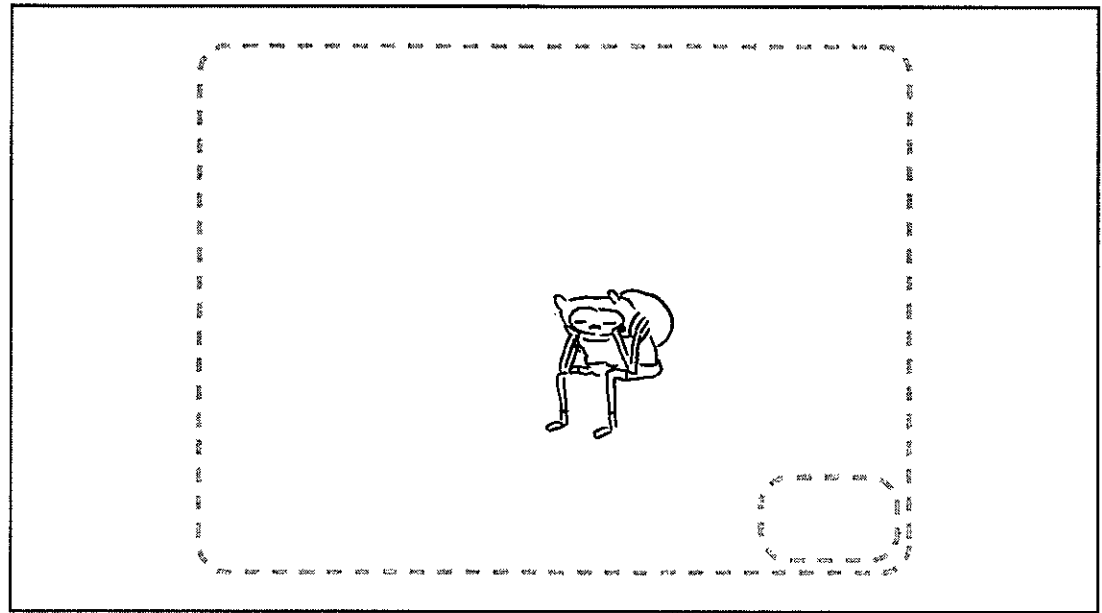
154

Production :

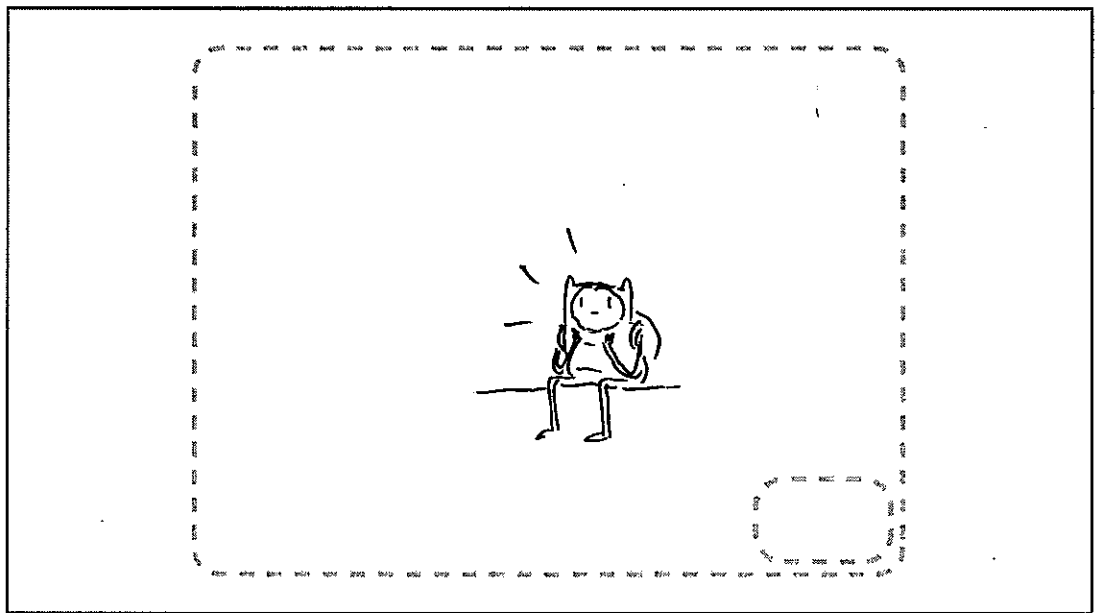
ADVENTURE TIME



Sc. 178 Pnl. G Bg. day night



Sc. 178 Pnl. H Bg. day night



Dialog:	(F:) * heavy sigh *	* phone rings *
Action:	Finn hears phone ringing	
Timing:		

EPISODE # 100859

ASS

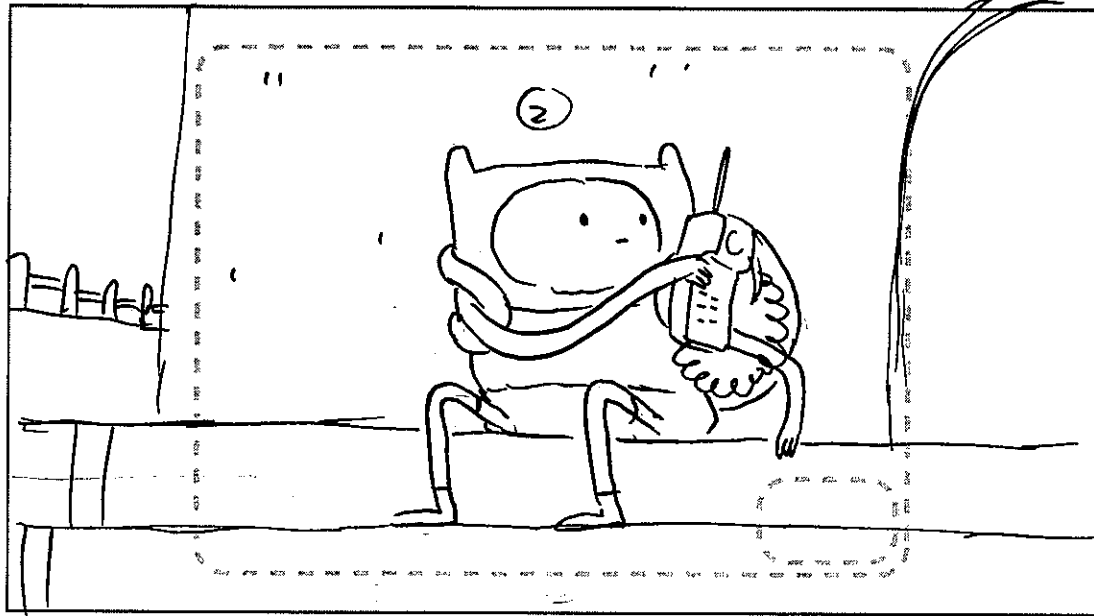
Production :

# ADVENTURE TIME

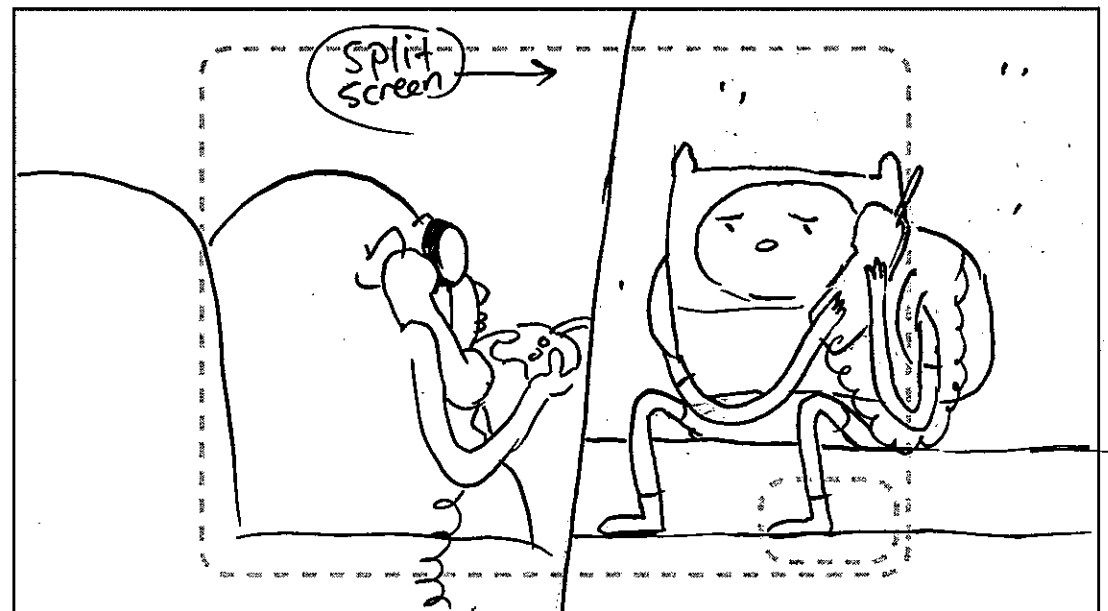


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Sc. 179 Pnl. A Bg. day night



Sc. 179 Pnl. B Bg. day night

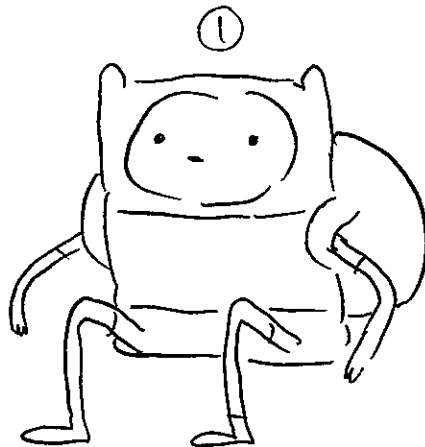


Dialog:

Sfx \* phone ringing \*

Action:

Timing:



(F:) (SAD) ...hello ...

Jake presses  
buttons on controller



EPISODE #  
**100859**

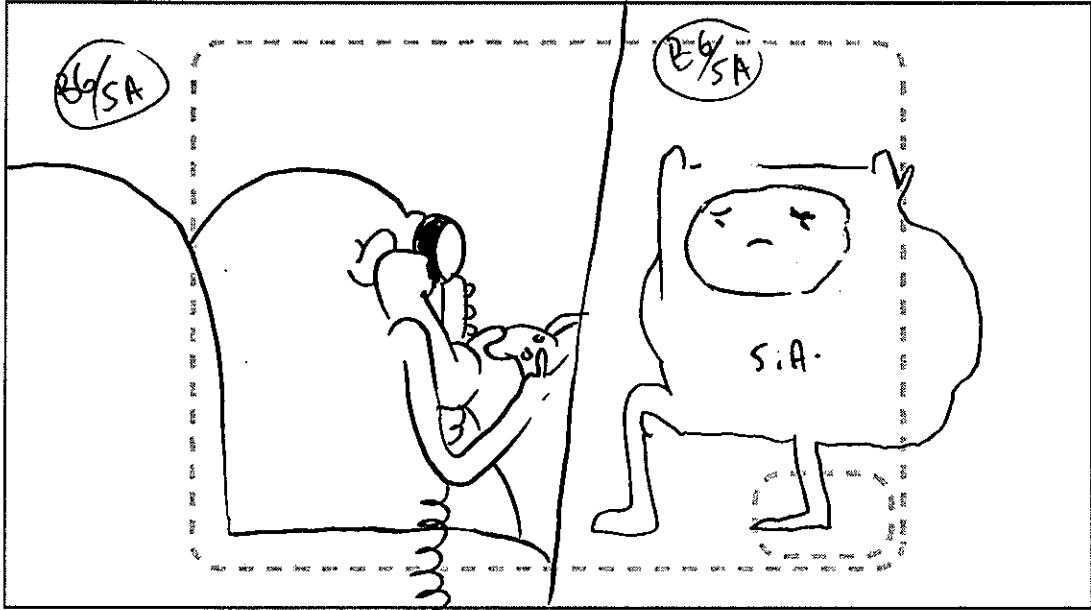
456

Production :

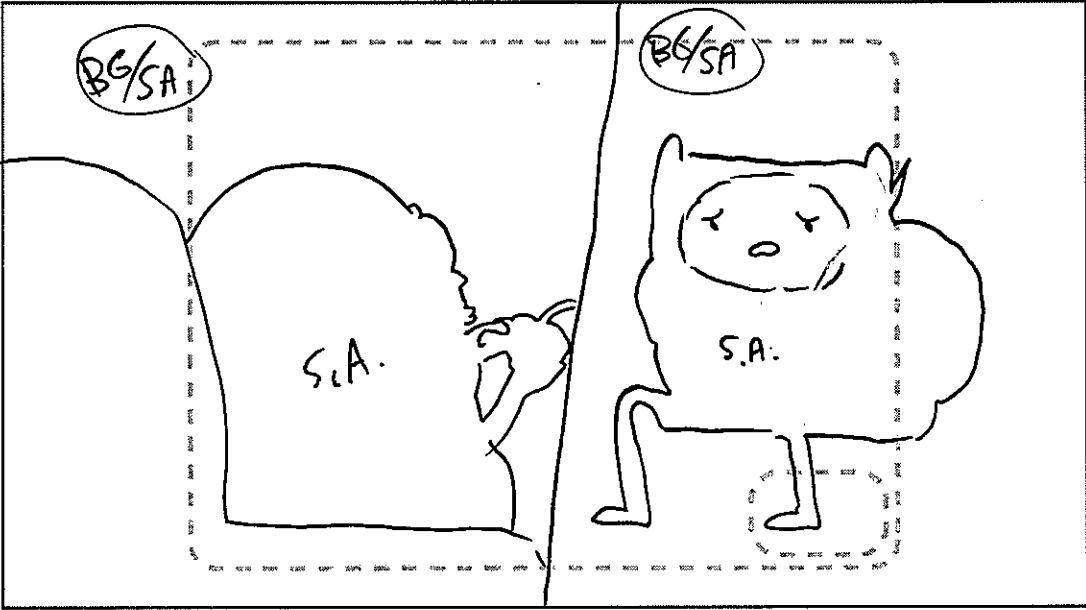
ADVENTURE TIME



Sc. 179 Pnl. C Bg. day night



Sc. 179 Pnl. D Bg. day night



Dialog:

(J:) Hey man, what's the status?

(F:) Bad news man -

Action:

Timing:

100859

157

EPISODE #

Production :

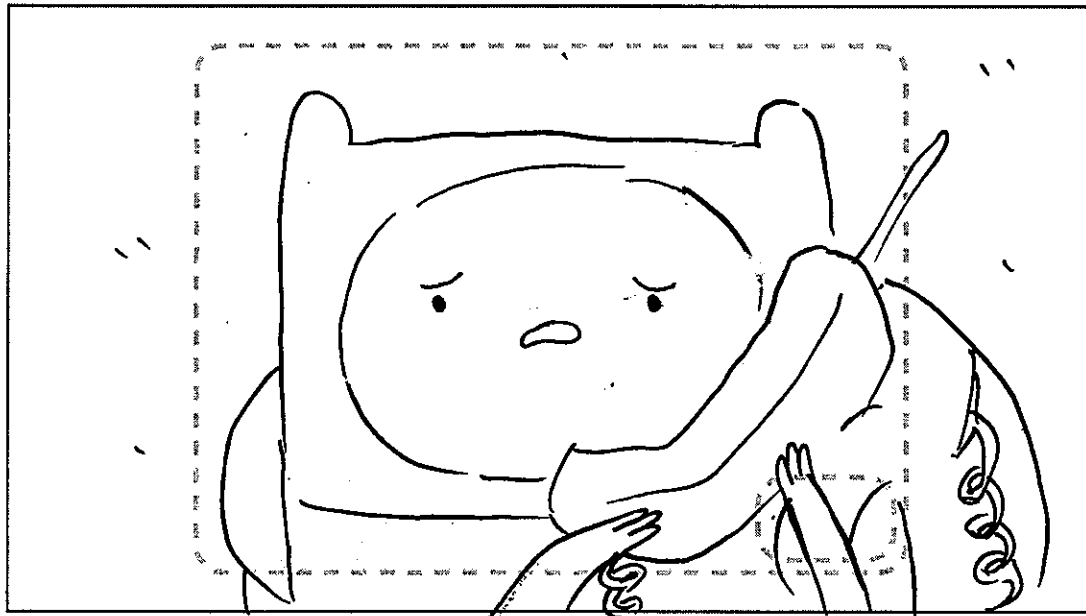
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# ADVENTURE TIME

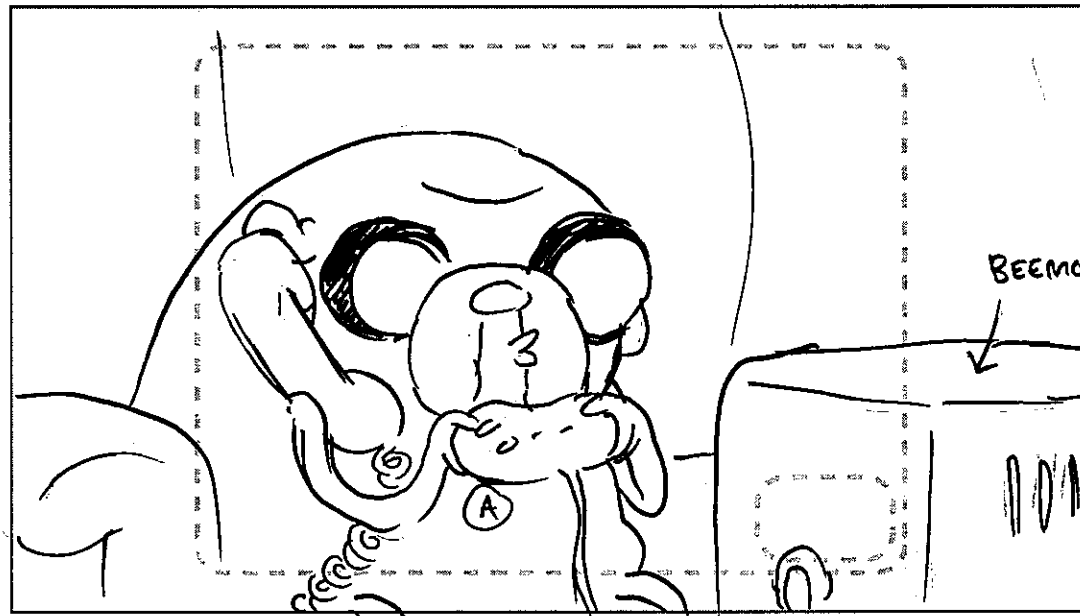


Page 212

Sc. 180 Pnl. A Bg. day night



Sc. 181 Pnl. A Bg. day night



Dialog:

(F:) I... I got dumped.

(J:) Aww, I'm sorry  
I Flnn.

Action:

Jake presses buttons  
on controller.

Timing:



Production :

EPISODE #

100859

ASG



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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	Jake: but.. Look man, let me share with you a little secret on how to win the heart of a Princess.	Jake: IT'S NOT EASY, BUT you have to be persistent..
Action:		
Timing:		

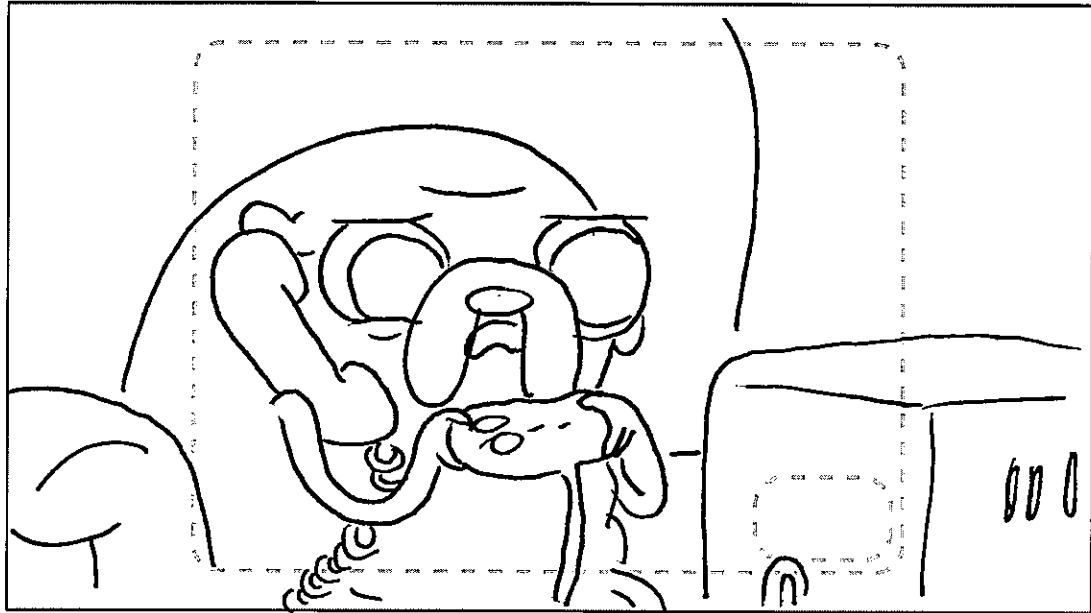
EPISODE # 100859  
Production :

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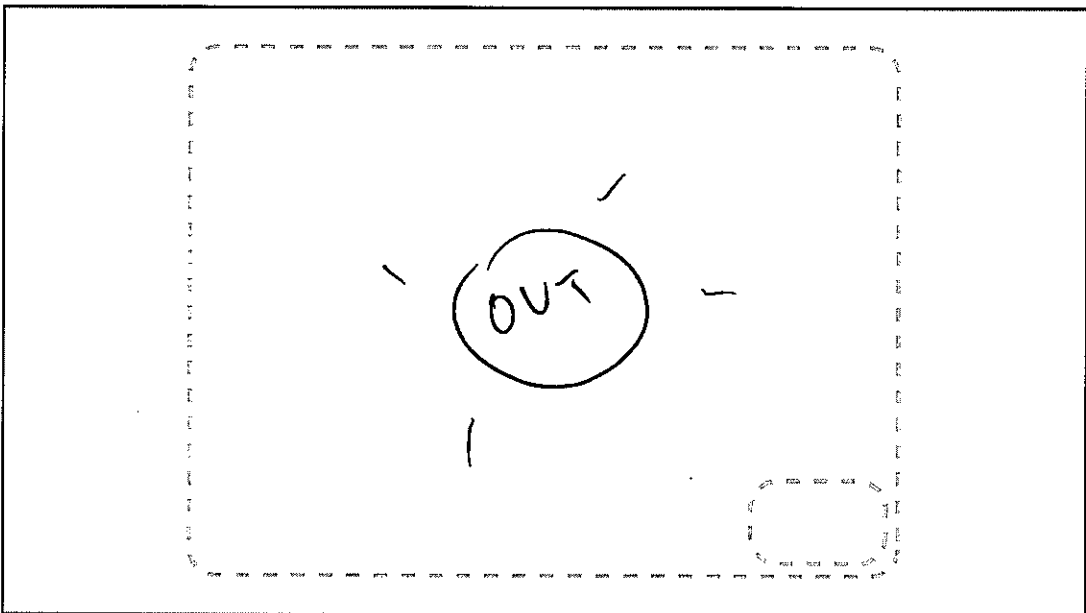
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



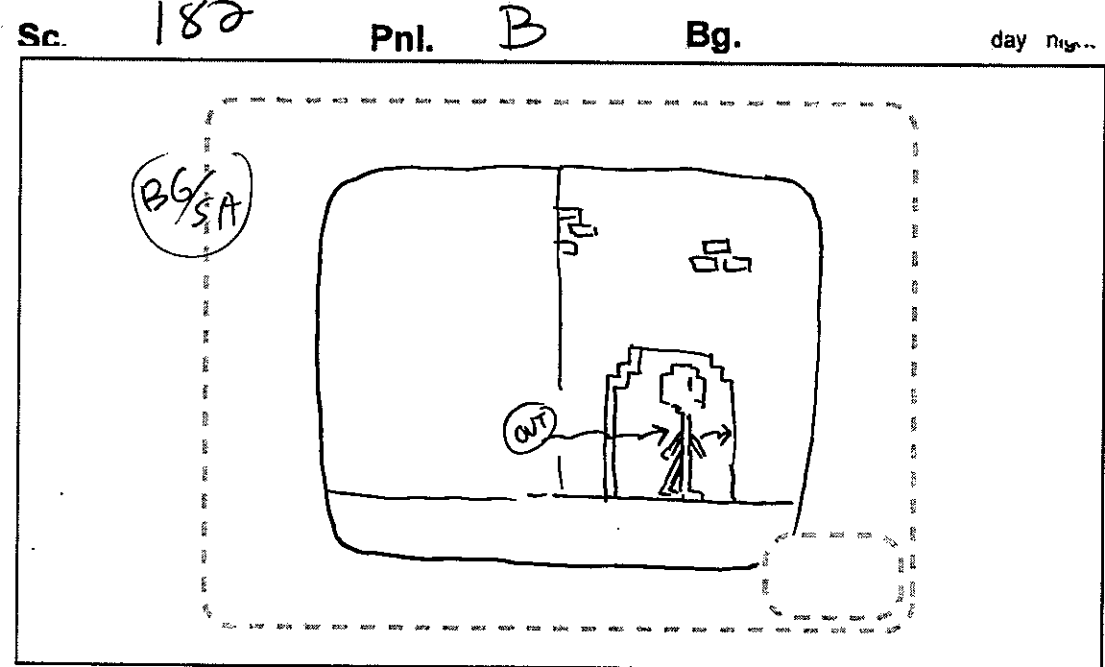
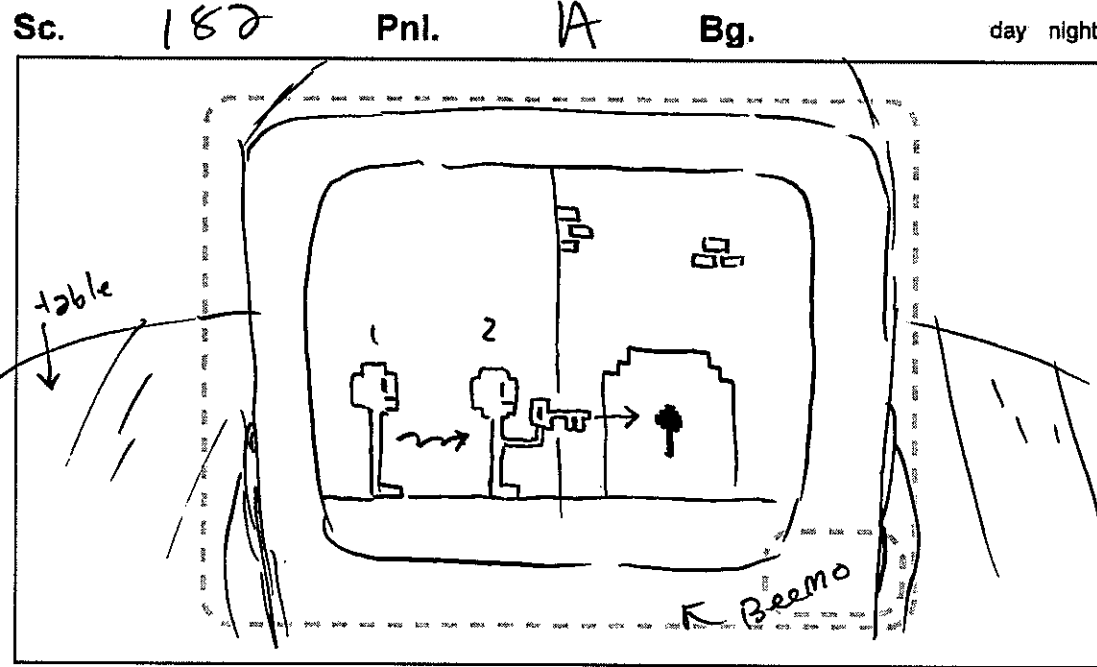
Dialog:	You might have to defeat a demon lord and warp through several worlds.
Action:	
Timing:	

Production : EPISODE # 100859

# ADVENTURE TIME



Page 215



Dialog: But once you do, you walk up the wizard stairs and produce your magic key you got in the water world,

Action: Man puts key in key hole

Timing:

AND unlock the chamber door,

door disappears and man walks in.

EPISODE #  
100859

Production :

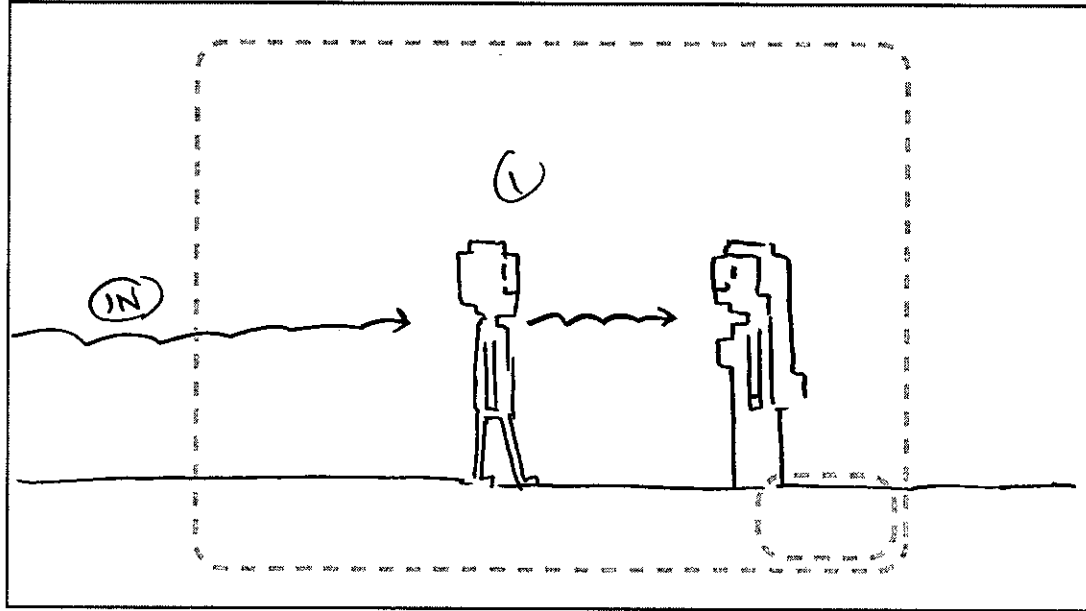
AS9

# ADVENTURE TIME

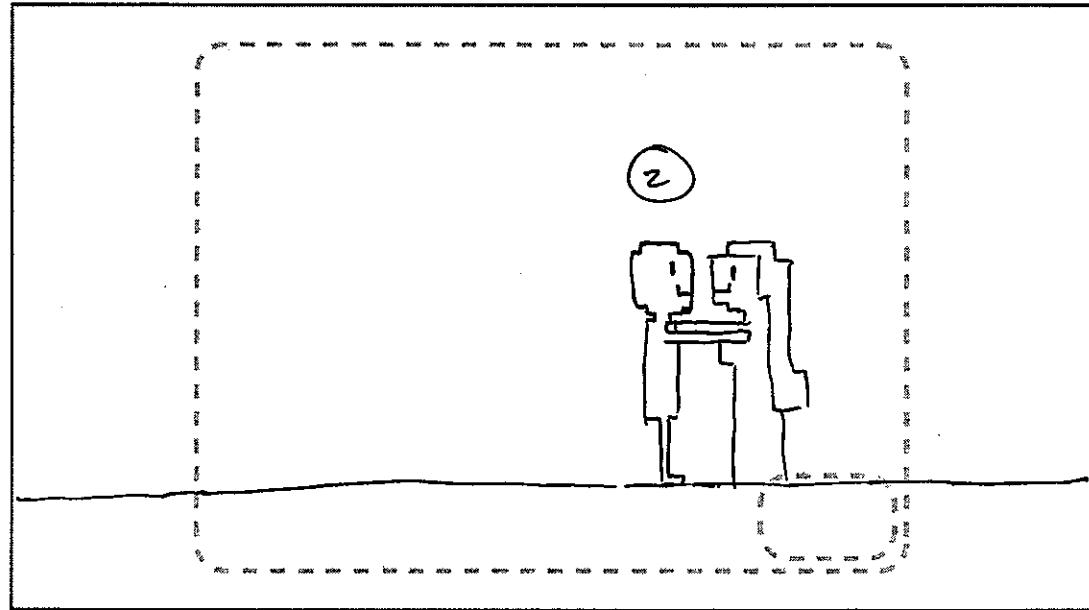


Page 215

Sc. 183 Pnl. A Bg. day night



Sc. 183 Pnl. B Bg. day night



Dialog:

Jake: <sup>then</sup> walk right up to  
the princess

Action:

Man + woman hug

Timing:

EPISODE # 100859

Production :

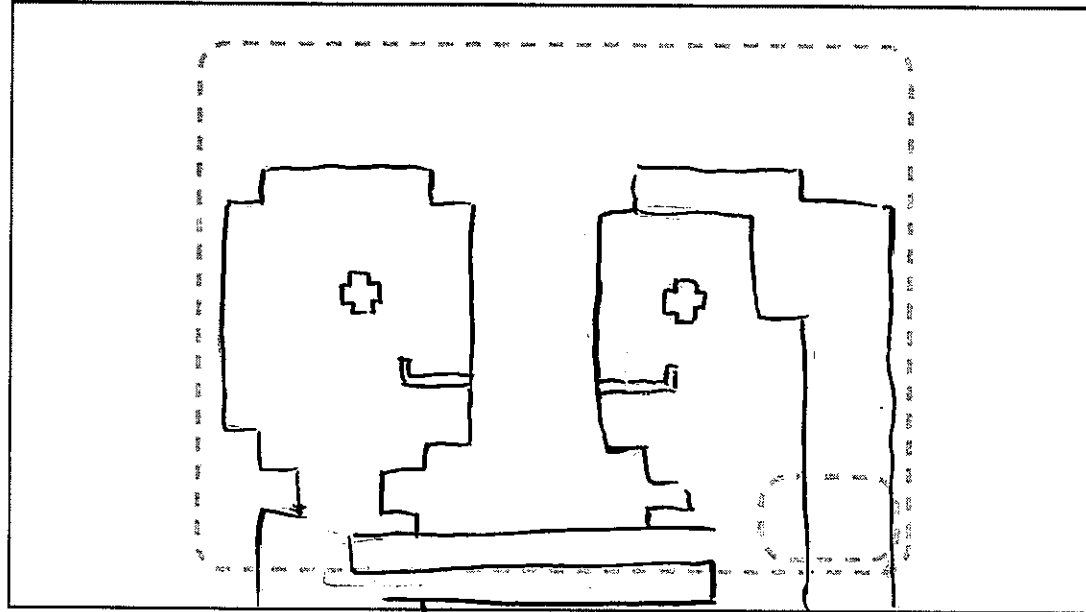
A60

# ADVENTURE TIME

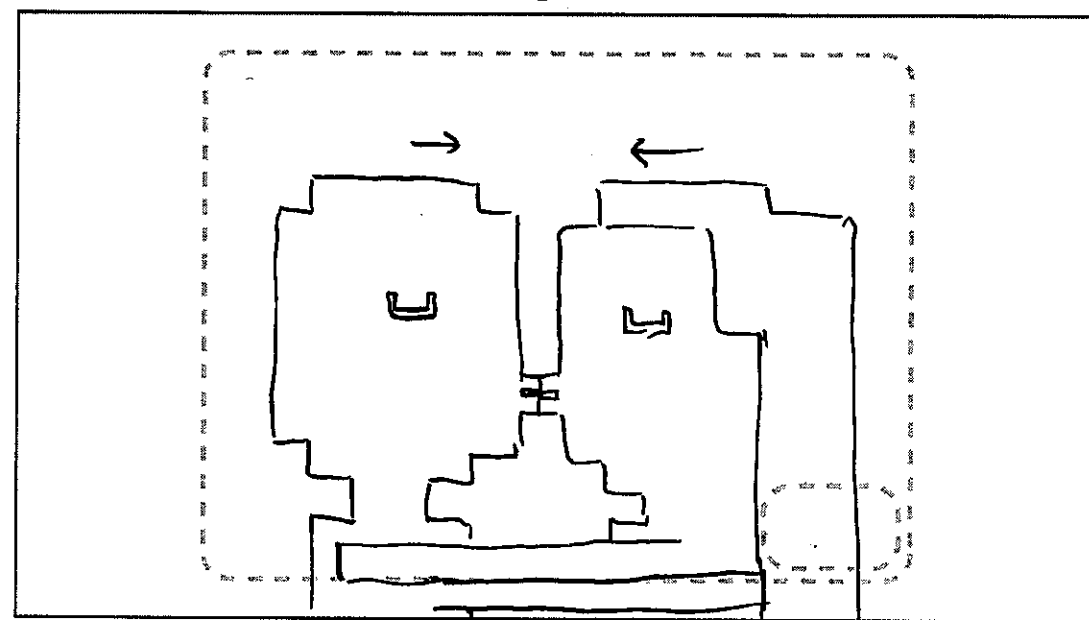


Page 217

Sc. 184 Pnl. A Bg. day night



Sc. 184 Pnl. B Bg. day night



Dialog:

AND Give her a smooch.

Action:

Man + woman kiss

Timing:

EPISODE # 100859

Production :

AGI

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# ADVENTURE TIME



Page 218

Sc. 184 Pnl. C Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action:

Timing:

EPISODE # **100859**

Production :

+62

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ADVENTURE TIME



Page 219

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	JAKE: (quietly) <u>Yes!</u>	J: DOES THAT MAKE SENSE?
Action:	Jake throws his hands up in the air.	
Timing:		

EPISODE # 100859

Production :

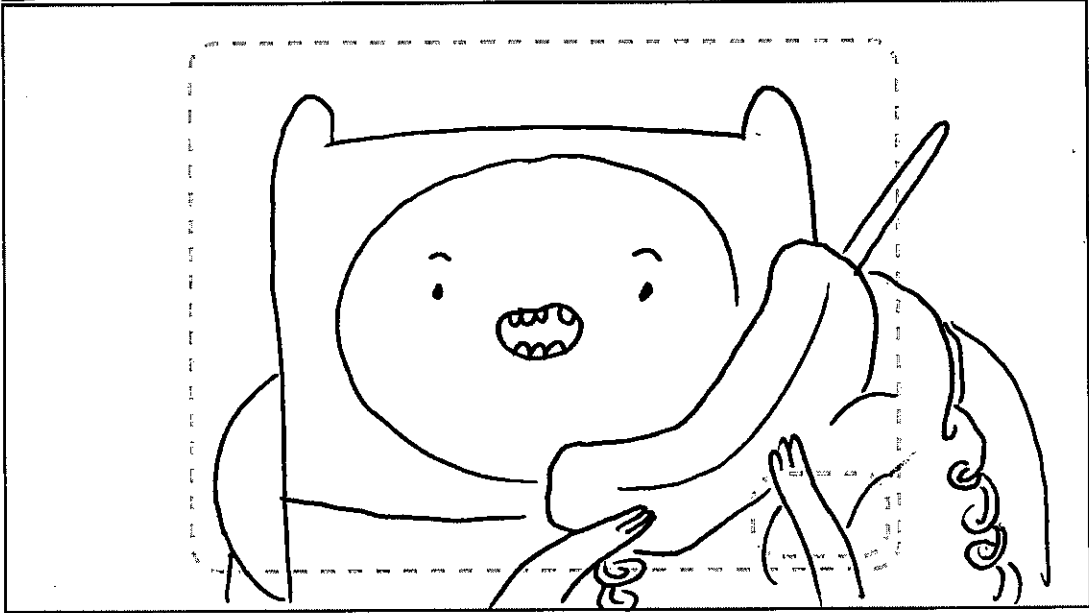
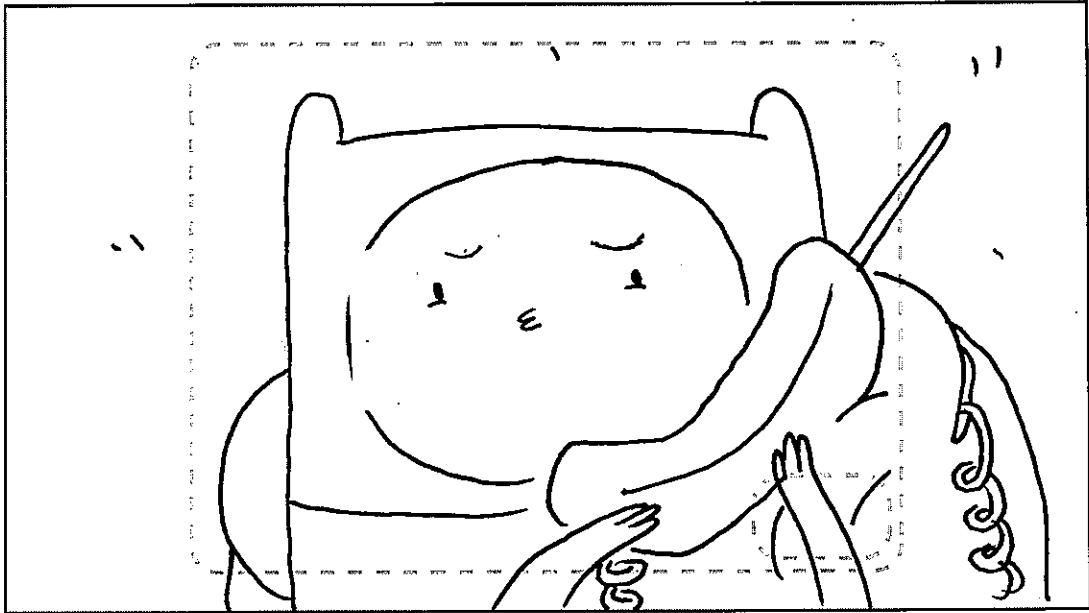
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# ADVENTURE TIME



Page 220

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog:

== BEAT ==

F: Yeah man, I see  
what you're saying

Action:

Timing:

EPISODE #  
100859

Production :



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# ADVENTURE TIME



Page 221

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	F: THANKS, JAKE.	J: SURE THING
Action:		
Timing:		

EPISODE # 100859  
Production :

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ADVENTURE TIME



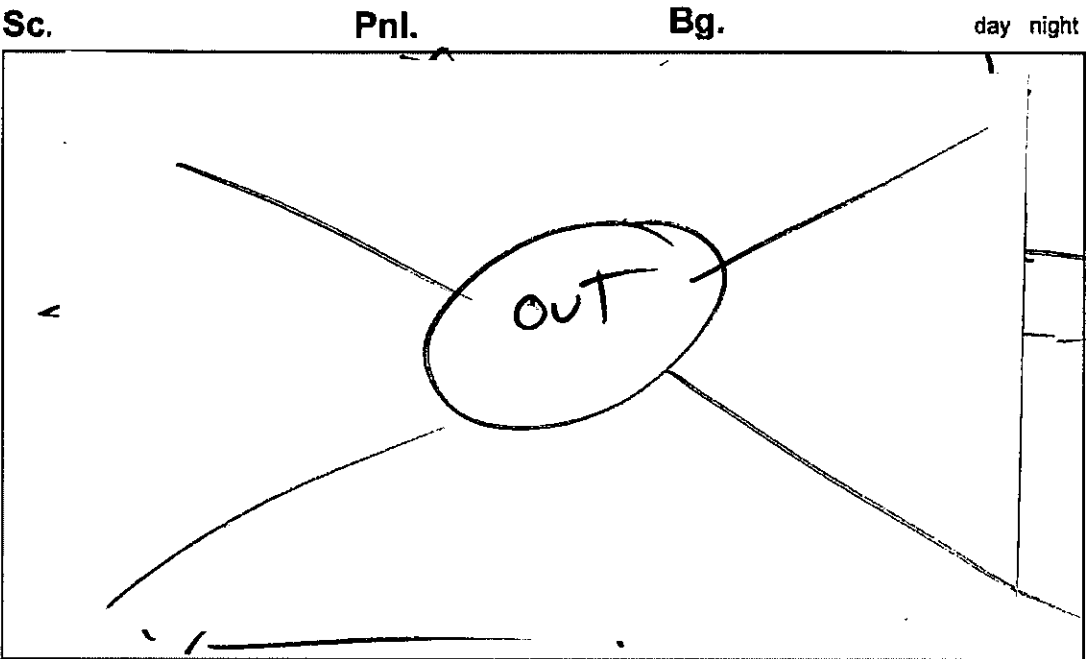
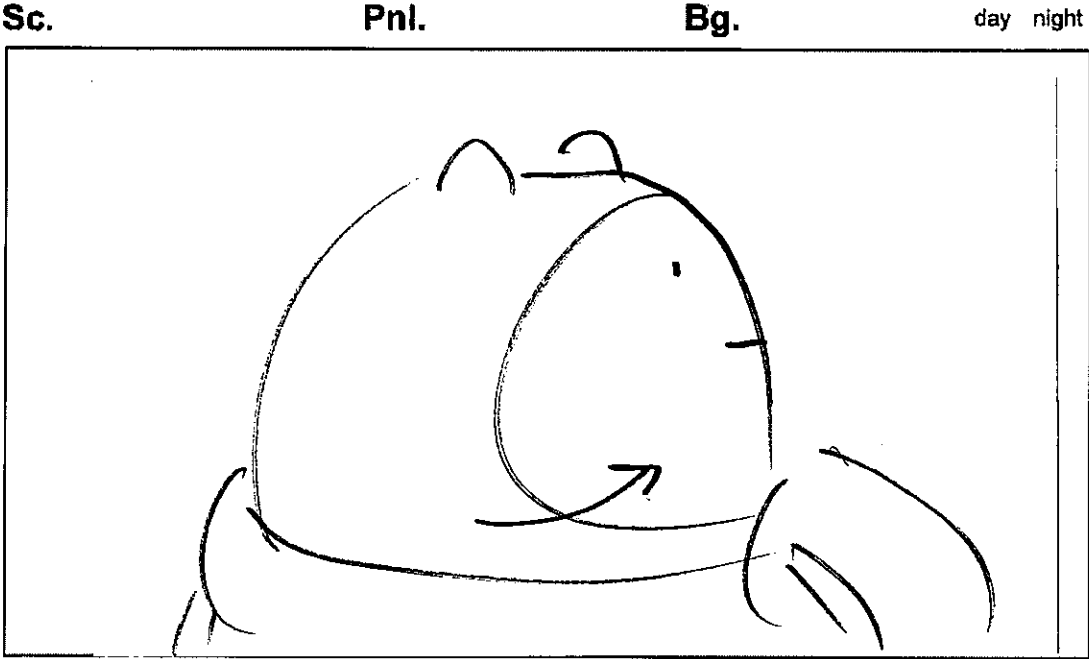
Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	Sfx: ; BEEP ;
Action:	
Timing:	

Production : EPISODE # 100859

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# ADVENTURE TIME



Dialog:
Action: (looks over shoulder.)
Timing:

EPISODE # 100859  
Production :

# ADVENTURE TIME



Page **224**

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
					<p>F: (TO SELF) ...GO UP the WIZARD STEPS...</p>				
<p>Timing: <span style="float: right;">(A)</span></p>									

EPISODE # **100859**

Production :

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# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night
<div>END</div>				

Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

Production : EPISODE # 100859